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ISSUE No. 78
MARCH 1992
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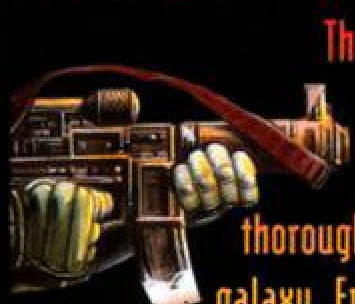
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MARCH 1992

SERIOUS

ACTION TEST

REGULARS

ABC **35,159**
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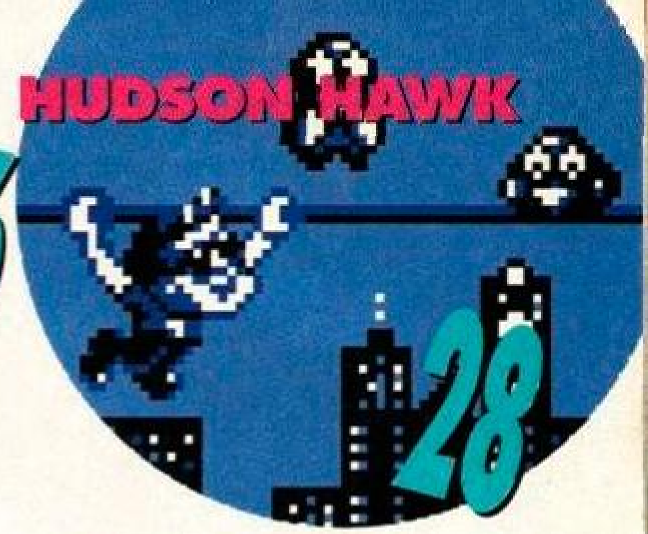
LINE UP

GOING PUBLIC 16



We sort through an avalanche of Public Domain software and find out what it is, who writes it... and where you can get it!

HUDSON HAWK 28



The film flopped, but what about the computer game? Well, it's got little to do with the film... and it's great!

SPACE CRUSADE 30

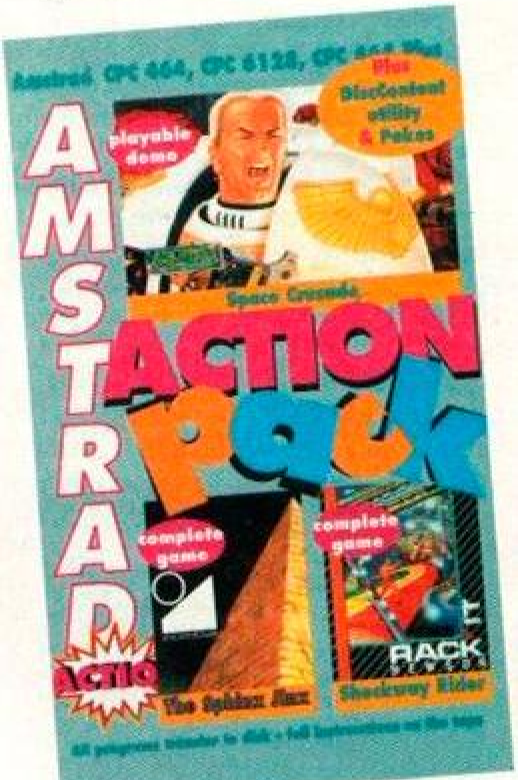


Hero Quest was excellent, but this one is even bigger, deeper and tougher...

YES, BUT IS IT ART? 50



Our readers show us what they can do with a (CPC) palette...



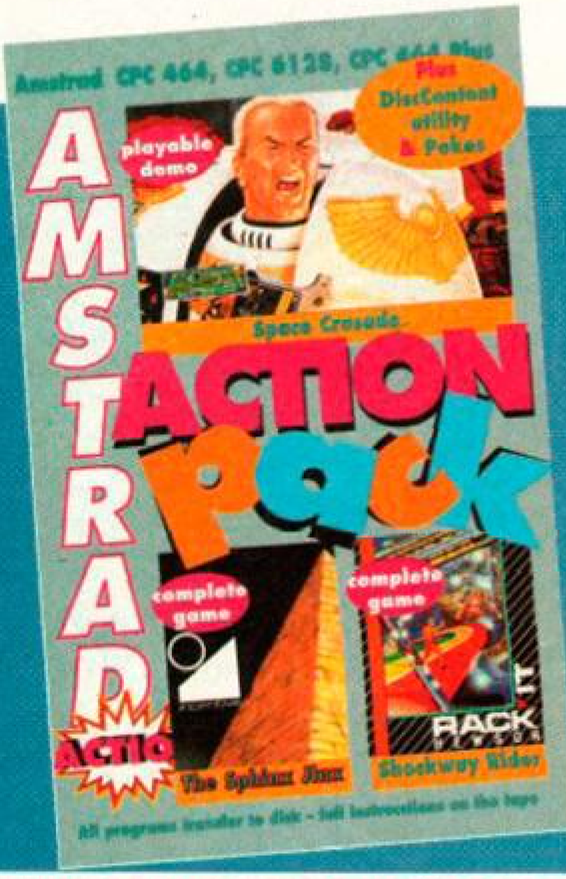
ACTION pack 4

- Space Crusade – a fully-playable demo of Gremlin's excellent new conversion of the top-selling boardgame
- The Sphinx Jinx – or 'Total Eclipse II' – the full game!
- Shockway Rider – fascinating scrolling shoot-em-up – full game
- DiscContent – a full set of file handling options for disk users
- Pokes Galore – check out the Cheat Mode section for full instructions

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ACTION pack



HOW TO LOAD THE COVERTAPE

Loading the programs couldn't be easier! Type RUN" (followed by RETURN) and press a key to start the tape. (A shortcut way to get RUN" is to hold down CONTROL and tap the small ENTER key.)

A menu screen will appear in a short time. Select the program you wish to load. Press SPACE to highlight the program you want followed by RETURN to load the program. The *Space Crusade* demo and *The Sphinx Jinx* are on side one of the tape. *Shockway Rider, DiscContent* and the games pokes are on side two. Turn the tape over and rewind to the begining to load these programs.

So that we can pack as much as possible on to the covertape, we use a special menu/loader system. This means that all the games and demos use the same loader – you have to load the menu first, then select the game you want. (Disk users take note)

Some programs, however, are written in BASIC, and although they appear on the menu, they must be loaded seaparately. If you select one of these from the menu, you will be told to quit back to BASIC and then load the program.

Note that this month *DiscContent* and the pokes must be loaded direcly from BASIC (with the RUN" command).

● *If you have a disk drive connected to your machine you'll first have to type |TAPE to switch the machine to tape loading rather than disk loading. (The | is obtained by pressing SHIFT and @) The computer will load the next program.*

SPACE CRUSADE

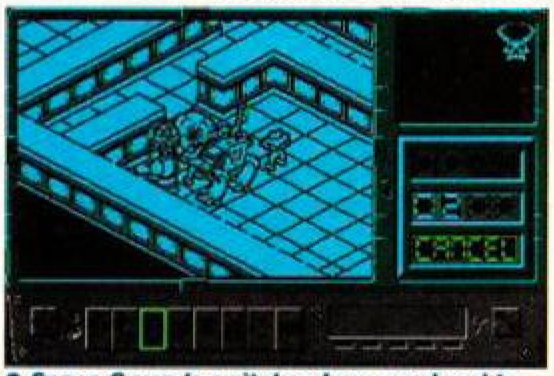
Yo space marine commander, don that armour, cock that laser and get ready to wax some alien nasties in the first mission of Gremlin's most excellent role-playing shoot-em-up Mastergame.

It's based on the mega top boardgame, and you'll find full details in our comprehensive review in the centre of this issue. In brief, you control five blokes who have to charge through a space hulk wiping out aliens.

The aim of this exercise is to find an extra-nasty baddie, called a Dreadnought, and blow it into lots of little tiny pieces. Which is tricky because it's quite hard to kill, and not particularly easy to find either. This is one of the hardest of the twelve missions, so get ready for a sweaty time.

Click on a character to select him/her, then on the control panel to select an option. With moving and firing functions the relevant squares are highlighted on screen, for you to click on the one you want to move to/fire at. When you've done everything you want to, click on the Fast Forward icon to end your turn.

Then the nasty bug-eyed aliens get their chance to fire back. There's a total of 30 turns, but you'll be either dead or victorious before then anyway. Happy space marining!



● *Space Crusade* switches from overhead to 3D view when something exciting (like an exploding space ork) happens.

▪ *Space Crusade controls*
Joystick or cursor keys may be used

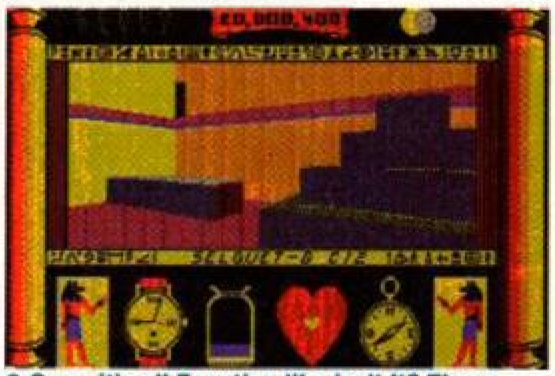
SPACE..........Fire

SPHINX JINX

Previously only available with the full-price version of *Total Eclipse* (93%,*AA40*), *Total Eclipse 2: The Sphinx Jinx* is now yours to explore at your leisure (or at least what leisure the time limit allows).

The idea is to stroll round a *Freescape* 3D environment collecting the twelve parts of the mighty Sphinx that was destroyed in the ancient revolution (hurrah). These are hidden in the underground network of tunnels and caverns and stuff.

There's loads of gold bars around to pick up while you're at it. Along the top of the screen is your total fortune (in pounds sterling), and along the bottom is the time (you've got an hour), together with the amount of water you've got left (you get very thirsty in the desert), a compass, and, er, your heart condition. Oh yeah, and some pictures of ancient dudes in skirts.



● Ooer, it's all Egyptian like isn't it? These *Freescape* 3D games are certainly a bit special. Is that a piece of sphinx over there?

Some people reckon *Freescape* is the bee's knees. Others reckon it's the wasp's bottom. If you've haven't played a *Freescape* adventure before, here's your opportunity to form *your* opinion of the whole caboodle.

▪ *Sphinx Jinx controls*
There ain't enough buttons on a joystick...

⇑ or O..........Move Forward
⇓ or K..........Move Back
⇐ or Q..........Turn Left
⇒ or W..........Turn Right
(The above controls also move sights when the gun is drawn)
R..........Rest
S..........Step Size Change
A..........Angle Change
U..........U-Turn
SPACE..........Draw/replace gun
COPY or 0..........Fire Gun
P..........Look Up
L..........Look Down
F..........Face Forward
H..........Height Change
I..........Interrupt Game

SHOCKWAY RIDER

Here's a game of almost unrivalled silliness, involving horizontal escalators of the sort you find in airports. These travel at varying



● Blimey, does this look stupid or what? You're the bloke in the red trousers, and everyone's doing bunny hops. Awesome!

speeds and you can jump from one to the other hurling bricks at gang members and innocent passers-by (including grannies that turn into gang members – gets).

Shockway Rider is terrific fun. Silly, yeah, but fun nonetheless. There's a total of twelve districts to race through, and you have to complete them all to achieve the much-wanted accolade of having "gone full-circle".

Pick up bricks and bowling balls from the far side to throw at people, and stay on your toes at all times. Later levels have different baddies, obstacles and all sorts. Respect.

▪ ***Shockway Rider* controls**
Use either joystick or cursor keys

SPACE......................................Fire

DISCCONTENT

● This program is for disk owners only and needs to be transferred to disk before being run. (RUN"disc will run it once transferred.)

DiscContent is an excellent multi-function disk utility that lets you catalogue disks, view files, alphabetically sort file contents, erase or rename files, and hundreds of other things (well a couple anyway). This is all done from a convenient menu screen. Further details are included on screen (type 'H' for an explanation of the different commands).

Never again will you disk kids have to spend hours searching for that CP/M disk...

Tape won't work?

We hope that your covertape will load first time. However, having worked with computers for as long as we have, we know that things don't always go like clockwork. If you have problems loading the tape, try the following:

- Try loading at several different volume levels if you're using an external tape recorder. Computers can be very fussy about the volume they will load at.
- Clean the tape heads. This can be done with any commercially available cleaning kit. Alternatively, use a cotton bud soaked in alcohol. Gently rub the surface of the heads and pinch roller to remove that layer of accumulated grime.
- Adjust the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Rotate it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.
- Sometimes the tape spools can jam or stick at a critical moment. Check the spools in your cassette rotate freely, if necessary giving the casing a slight tap against a table edge just to make sure. If, after trying the all of the above, you still can't get the tape to load then you can return it for a replacement. Send the tape, along with an SAE to:

AA78 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

POKES

What wonderful pokes have we got on the covertape for you this month, readers? Er, well these ones, of course (they're all for tape versions). You need never fling another budget game against the wall in frustation ever again (probably)...

SHINOBI
Infinite lives, magic and time will help you beat this exzcellent ninja kick-em-up thingie.

DRAGON
Infinite lives for *Dragon Ninja*? If you insist.

WECLEMAN
Race around *WEC Le Mans* at your leisure with this infinite time poke. Brrrrm...

REDHEAT
Arnie gets infinite energy and bullets.

AFTERBRN
Infinite lives for all you *Afterburner* aces.

CONTINEN
Continental Circus is an ace game, but if you're not as good as Adam P (*you wot? – ed*) you'l be wanting an infinite continues cheat.

CABAL
It's that suicidal army chap. Standing in front of an enemy army is a lot more sensible if you're immortal. Infinite lives ahoy!

SILKWORM
Infinite lives are what you need to stop your crummy partner from using up all the continues.

RAMBO3
Arnie got the infinite lives, so Sly can have the infinite continues (and no arguments, lads).

OPERWOLF
Operation Wolf is a classic shoot-em-up. Have you finished it yet? Infinite lives might help.

● Full instructions for loading and using the pokes can be found in the *Cheat Mode* section, page 36.

DISK DRIVE OWNERS READ THIS!

If you have a disk drive, you'll no doubt find the prospect of loading everything from tape daunting. Thanks to our special tape to disk transfer program, you'll only ever have to load from the tape once – all programs are transferred easily to disk.

Insert a blank formatted disk into the drive and the covertape at the start of side one into your cassette player. Connect the REM socket if you have one (6128 owners) – it'll automatically stop the tape in the right places when accessing the disk drive.

Load the menu program in the normal way and select the TRANSFER TO DISK option. Follow the on-screen instructions and press a key when the computer asks you to. It's as simple as that!

Should you experience problems you'll be asked to rewind the tape and try again. Don't panic if this happens – follow the advice for tape loading troubles.

DISK OFFER

All the programs on the Amstrad Action covertape are easily transferable to disk. However, owners of the 6128 Plus are unable to connect a cassette recorder to their machines, and some of the rest of you may experience loading difficulties.

We've come to a special arrangement with our duplicators. For a small charge to cover costs, they will supply a disk containing all the programs we're giving away on the tape. If you would like a copy on disk, simply send your name and address along with a cheque/postal order for £2.00 made payable to Ablex Audio Video Ltd to:

AA78 disk offer,
Ablex Audio Video Ltd., Harcourt, Halesford 14, Telford, Shropshire TF7 4QD.

You may also order previous covertapes from issues 67 onwards – just make sure that your envelope is clearly marked with the issue number of the covertape you require.

● Note that when running covertape programs from disk you should type RUN"MENU. While some of the programs may be written in BASIC, others (principally games and game demos) will be written in machine code. These can only be loaded via the main menu – they do not have loaders of their own.

Reaction



The flood of public domain software into our office for this month's special feature has led to many a scuffle.

Rod ran off into a corner with the 6128 Plus and a stackful of PD games; Adam Waring spent hours trying to find an RSX that would make the screen circular; Maryanne drew pictures of puppies and kittens on a PD art package, and Ange sat (bemused) baby Wills in front of an educational program.

ADAM PETERS spent three days trying to find an Automatic Letter Reply Generator, before giving up and trapsing off to do the *Reaction* pages as usual.

Please send techie stuff to *Forum*, requests for cheats to *Cheat Mode*, and letters about anything else to either your Aunt Betty or *Reaction, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW*.

We aren't awarding prizes this month 'cos we're in a grumpy mood, but look out next month for new CASH prizes! Here's some letters...

Scully-bashing

To say I am slightly annoyed would be an understatment. I am totally, well, devastated. My problem is this: After a complaint within your pages (which I read, every one), Alan Scully defended himself saying that he has every right to ask for help in the form of PD for his so-called PD library in your helpline. So he has, but here's my problem: Why on earth can't he give as well as taking?

I am trying to set up my own PD library using PD from other libraries as well as asking people for their contributions (I am offering a tenner for the best bit of PD I receive before 26.4.92 – send a tape or disk containing proggie and SSAE to me), and so I wrote to Mr Scully asking for some software, sending a quid per disk. He replied saying that I couldn't have any as I was starting a library. And this bloke expects help.

I am not the first to have had problems concerning Scull PD which you have great pleasure in giving free advertisments to. Why do you donate at least half a page in every other issue to a library that you can only use if you belong to the LFSP (Let's Fill Scully's Pocket) club? This is not in the so-called spirit of PD. At least Caroline Lamb advertised other libraries, unlike you now that she's gone. Please bring her back.

If you spent the amount of room you did on Scully on proper libraries, you would make a lot of people very happy, including me. With my library it's straight forward, no belonging to clubs. (50p and a disk will get you a full stock disk containing loads of useful info.) Go on, give me a plug instead of that library north of the border.

James Rylatt
Ryles PD
21 Scarletts Close
Uckfield
Sussex TN22 2BA



Adam: ***Cor, it's dead bitchy is the so-called PD scene. Alan's our pal, but the reason he gets so much publicity is that he does innovative stuff (like the only monthly CPC disk zine). Do something exciting James (like giving away free bananas or running naked through the streets of Brighton) and we'll give you a so-called plug. Mind you, we're starting a regular PD column again next month so maybe you could just send us a catalogue instead. And can you really refuse to let another PD library have copies of your progs? All this and more in our PD special, starting on page 20 in this very issue...***

Tally it up

As Albert Einstein once said, "*AA* is FABAROONABLETINGDONGATIAL". Sadly, though, no-one ever recorded this monumental speech because historians were all lazy and could not spell. Mr Einstein was not silly enough to talk about the AUTOMOBILE ASSOCIATION, no! He was an avid reader of ARMADILLO ACTION, just like me. (*Er, I think you mean AMSTRAD Action, Daniel.*)

I am twelve years old and I read the mag from cover to cover as soon as it comes out, and I like to go in for the competitions. I have a CPC464 (colour) with a printer. I wrote this letter because of that printer.

About eight months ago a strange and complex tale of darkness began. There was a competition in *AA* to win a Mannesman Tally 24-pin MT222 printer (reviewed in that issue) worth over £500! I naturally went in for it really hoping I could win the scrummy prize. I hoped for 40 days and 40 nights not eating and I was tempted by the dev... oops, wrong book!

I was really surprised because I actually WON the printer! I set it up in my room and

NASTY CORNER

D CHING, who the hell died and made you the God of all critics...if you have any more comments about the CPCs or *AA* I will gladly oblige you by stuffing your Doc Marten boots right...(*er, yes*)

Gary Luke
Wellingborough, Northants

IF YOU ASK ME I think D Ching should be strung up by the ***** and thrown into a pit full of rotweilers.

M McCreary
Belfast

Adam: ***Let's get something straight, we can debate issues without having to resort to personal abuse. Just because you disagree with someone doesn't mean you have to threaten them with violence. What happened to love, compassion and respect for your fellow (wo)man? It's attitudes like these that are responsible for much of the sadness and suffering in the world. Let's put aside our differences, join hands and create a community of (wo)man that will traverse inequality and lift the human race to a higher state of being. Alternatively, let's not.***

turned it on, but the printer would not talk to my trusty Arnold (Huh, Mannesman Tally snobs!). Poor little me.

But *AA* did not just leave me to rot in a corner. Being frustrated when my new pressie would not work, they asked me to send it back as I sobbed at them and pleaded (well, not really, *AA* was really nice and only had to be asked once).

Then, about three-quarters of a month later, they tracked down the problem by following lead... (joke coming) the printer cable was not correct! (*That's the joke then, is it?*) So *AA* sent me back the printer by courier with a spanking new and better lead. But the printer was lost/stolen at the courier office.

Yet again *AA* saved the day and tried to get a new one, but Mannesman Tally couldn't supply an MT222 as they had stopped making them. *AA* ordered an MT13124 (worth over £700 and COLOUR!) and so I waited for the rest of the (boring) year.

When the printer finally arrived, Rod Lawton delivered it personally and gave me *Mini Office*. (Dashed fine chappie that Roderick...must see if he'll come to that exciting paint-drying party with Percy and the chaps!)

So there you have it – *AA* is the best!

Daniel Argent
Brentwood, Essex

Adam: ***Ah, we love a happy ending. And look, a letter without any swearing, complaining or unpleasantness of any kind in it. A lesson to us all.***

Gang warfare

So it's the "Let's Beat Up D Shearer" campaign is it? Well, Mr Clarry, you make me puke. And if you think you're such a great bloomin' person then wait till ya hear this. A few people up here have decided to beat up "Mr Clarry". A few members are; Daniel Nisbet, more commonly known as the "Destroyer", Martin "Crazy" Mackay and Douglas "the one and only" Shearer. Be at Wembley Stadium at 6pm on Monday the 20th. Be there or be square (which you already are). And by the way Adam Peters, your hair's like a bloomin' tub of marge.

Oh, oh, oh. And why were you, A Peters, dressed in women's clothes in ish 76 then, eh? (Weird or what?)

Douglas Shearer
Caithness, Scotland

Adam: ***Sadly Monday the 20th has passed, so I guess the punch-up didn't happen. It wasn't Chris Clarry that instigated the campaign to duff you up, it was me. And over two dozen readers wrote in to say they wanted to help. But we were only joking, Dunc. (Thank God for that – ed.)***

Why was I dressed in women's clothes in AA76? I was dressed in women's clothes, divvy, for the same reason that Rod and Adam W were. It was a "pantomime" Dunc, a bit of fun for Christmas where blokes traditionally put on dresses when playing "dames". It's perfectly natural and not in the slightest bit weird.

Ask me why I wear women's clothes when I go down the Ritzy on a Friday night, though, and it all gets slightly harder to explain.

Swearing Software

I think you treated Alec Hay (*Reaction, AA75*) very unfairly. I too purchased the game *Dragon Ninja* on cassette and was having problems getting it to load.

Eventually it seemed to load, but there was still a second or two of data left on the tape. I ignored this, defined my keys and selected to start game. The screen went black and the same message mentioned in issue 75 appeared



● It's the biggest mystery since the shooting of JFK (the bloke not the film). Is *Dragon Ninja* a computer nastie or not?

at the bottom of the screen for a few seconds then the computer reset. Is there any way the game can be transferred to disk and searched through (using a disk editor) for ASCII messages like the one discovered by Alec Hay and myself? If this was done and the message was found, would Ocean be in trouble?

Nathan Parton
Ystalyfera, Swansea

Adam: ***Can it be true? Is top software house Ocean peddling filth? Circulating games full of abusive messages that will deprave and corrupt innocent young kids? We called Ocean – they know nothing about it! (Incidentally Nathan, did you know you live in the same village as Mr Angry, Michael Davies. Creepy, huh?)***

MARYANNE'S MAIL



I'm shocked. I put up with Rod and Adam being horrible to me because they keep saying that you, the readers, really like them doing that. They tell me that we'd lose half our subscribers if they stopped being wicked for even a second. Then what do I find when tidying the office but a folder stuffed full of letters, with the phrase "bin or burn" in big red letters on the front.

Obviously since this wasn't my property (and might have been personal or private) I immediately went to put it back where I'd found it, when I spotted my name on a letter that was hanging out of the folder. It was from Todd Miller in Market Drayton and in it he went on about how awful and unfair it is that Adam and Rod keep slagging me off all the time. And the letter was addressed to me!

I opened the folder to discover over a hundred other letters, all addressed to me and all saying much the same thing. Some of these dated back to October and I had never seen any of them! I'm normally very calm, but I hope you will understand me being a little bit angry about this particular incident.

I'm designing these letters pages at the moment and there's a bit of space left so I thought I'd chuck in a couple of these letters while the others aren't looking.

"Maryanne, why don't you actually say something instead of crashing into buildings all the time?" **Benjamin Blair, Edinburgh**

I tend not to say anything in the magazine because the others won't let me. As for crashing into buildings, don't believe a word of it. I've never crashed into anything, and my driving instructor reckons I'm one of the best pupils he's ever had. Rod, on the other hand, has been travelling by train for the last five months as a result of an injunction awarded to the Stonehenge Preservation Society. And Adam can't even drive (and failed his cycling proficiency test)!

"Since reading the wonderful Christmas panto, in which you played Cinderella, I've fallen madly in love with you. Please could we have a big photo of you in the mag, as I think you're wonderful. Thank you very much." **David Rand, Orpington**

Ah, how sweet. Your letter made me go all fluttery, David, but I'm afraid marriage is out of the question (not that I don't think you're lovely or anything). I'm sure there are lots of wonderful girls in Orpington, why not fall in love with one of them instead? Don't forget to invite me to the wedding though!

(*Maryanne, has Reaction gone to the printers yet? – ed.*) Er, nearly, just putting the finishing touches to it now. I haven't made any major changes so you won't need to check it. (*Okay – ed.*) Hee hee. See you soon.

Lots of love,

Maryanne xxx

Mad Mike 3 – He's back! He's angrier than ever! (No he isn't)


ANGRY LETTER OF THE MONTH

I have just one thing to say about D Ching's letter in AA76: What a complete pile of *****! If he has so many complaints about the Amstrad, why doesn't he get rid of it and have a REALLY crap computer like a Spectrum instead? Then he'd have something to complain about. If he thinks *AA* is so crap then why does he waste £2.50 on the mag each month? As for saying it should be supplied as lavatorial paper, I can really see him spending two and a half pounds just to have something to wipe his...(*that'll do Mike*). He should be clapped in irons and fed to the lions, floppy bits first.

The only reason D Shearer wrote what he did is because he has bucket loads of money to throw around. What people like him don't realise (or bother to think about) is that many children around the world can't afford an AA to slag the reviews off.

Why is *Seymour goes to Hollywood* so hard? Anybody who has ANY tips whatsoever, please be a good samaritan and send them to *Cheat Mode*, you'd be doing thousands of people a favour.

And finally, keep the mag going as it is! Ever since a change of staff the magazine has brightened up tremendously, and is more fun and entertaining to read. I think two pounds fifty is a reasonable sacrifice once a month, and certainly isn't something to complain about, so every rich person who thinks it is, you shouldn't be wasting 24p on a stamp to say so (i.e. shut up).

Michael Davies
Ystalyfera, Swansea

Adam: *What a disappointment this month, readers. It was either a missive from a miffed Australian or this slightly hot under the collar letter from the angriest man in Swansea. Where have all the raw, screaming, fuming, out of control, totally scary letters gone? Come on readers, give us nightmares.*

Here are a few ideas for angry letter topics: Spectrum and C64 owners that slag off the CPC; Adam Peters games reviews being really childish; Amstrad Action covertapes never working; AA never printing any of the letters you've sent it (17 in the past year). Drop us a line, and don't forget the old saying, "never trust a Cornish man with an avocado on his head".

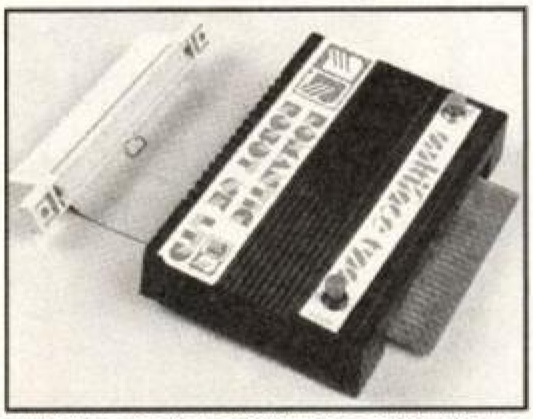
PROBLEMS, PROBLEMS

Multiface pokes?

Please could you send me a simple instruction booklet on how to use Multiface pokes as there are many multiface pokes for my computer but I do not know how to use them.

Alan Hollingworth
London N19

Adam: *You could try buying a Multiface, Al. Things would probably get a whole lot clearer then. It's a little black box that plugs into the back of your computer and lets you cut into programs to save to disk, poke into memory etc. Regarded as the most important peripheral for the ardent games player, the Multiface 2+ costs about £30-£40. Give Romantic Robot a ring on 081 200 8870 or check out its ad in this issue for more info.*



● Want to use the quick and easy 'Multiface pokes' featured in *Cheat Mode*? Yes? Well you'll be wanting one of these then.

Covertape disks?

I have recently received some back copies of disks for my 6128 (covertape). How do I load them? RUN, LOAD etc do not work. What am I missing? Please help me. ICPM is the only command that gets any sort of nominal response.

Mrs C M Harness
Grimsby

Adam: *Typing in CAT and pressing return will give you a list of all the files on the disk which might give you some sort of clue (look for a name with .BAS on the end of it and run that). RUN"menu is the one to go for in this case – many of the covertape programs can only be selected and loaded via this menu.*

Post Office accounts?

We run a small village shop and Sub-Post Office and use our 6128 for the shop accounts. I would also like to use it for the Post Office accounts and wonder if you or any of your readers have come across a suitable program.

Alternatively, we have *Mini Office 2*, *Supercalc 2* and *Mastercalc* which we might be able to customise with some assistance. If any of your SPMR readers have already done this, perhaps you would be kind enough to get in touch with me at Post Office, Timberland, Lincoln.

Patrick Hearn
Lincoln

Adam: *SPMR? Well, it's P for Post...er, Sub-Post Master...but what about the R? Sorry, getting side-tracked there. We don't know of any relevant program Pat, but hopefully one of SPMR (whatever that is) readers will.*

Doubting Thomas

Tony Hutchinson, you low-down creep. You just happened to stumble across a £9.95 console in a small shop in Blackpool which you conveniently can't remember the name of. And what about the one for £6.00 at Cowed Mawhr market? Two places where nobody's going to check up on you. Your ploy is completely see-through; you're talking porkies to win the prize for spotting the GX4000 being sold cheapest. I'm surprised *AA* were taken in by such a blatant load of bull.

Eddie Oliver
Dunstable, Beds

Adam: *How dare you impeach upon the integrity of one of our readers Eddie. Tony Hutchinson was one of only three readers to send us a Christmas card (Archie Fulton and Gerry O'Neill being the others), so we won't hear a word said against him. Begone with you Mr suspicious-minded Oliver and take you crass insinuations (whatever they are) with you. Next...*

Tip of the Month

If anybody has a different computer and says that yours is crap, then if they're fat say "hiya fatty, your brain's tatty" or if they're thin say "hiya thinny, your brain's binny".

Richard Robinson
Malvern, Worcs

Adam: *Er, okay, I'll do that from now on. (You haven't been overdoing it with the spring water by any chance, have you Rick?)*

Angry Aussie

I am writing to say that I and a great many other Australians are annoyed and disgusted by your references to our nation and TV shows and music which are produced here. I enjoy your magazine very much but the comments spoil the enjoyment. This commentary may not be aimed at Australians personally, but this does not alter

Aliens are people too

There's a lot of things that make me angry about modern computer games. What could be excellent games are often spoiled by excessive violence, varying standards of difficulty, repetitive gameplay, the list is endless. But what narks me off more than anything else is the way in which alien races are portrayed in these games.

In so many games aliens are portrayed as evil, sinister baddies that you have to wipe out to save the universe. If a game appeared that advocated this sort of genocide of an earth species (e.g. kangaroos) people would be up in arms, but because it's aliens, who very few of us have had any sort of contact with, software houses think it's all right.

This is a very irresponsible attitude to have. More and more encounters are occurring, and as scientific technology (particularly NASA) advances we move ever closer to genuine contact and communication with alien lifeforms.

By perpetuating this myth that all aliens are nasty slimy things that should be exterminated, games programmers are effectively poisoning at an early age the minds of those that will probably form the generation that makes the big breakthrough.



Of course some of the most exciting games are those that involve lots of combat, but surely we should stick to human opponents or, better still, inanimate objects. A shoot-em-up where the main foes are armchairs and toothbrushes, for instance, would be ideal! Whatever, it is time to put an end to the galactic racism that threatens to isolate our planet from a future role in the community of space and time.

Peter Worley
Ilford

PETER'S POSTBAG

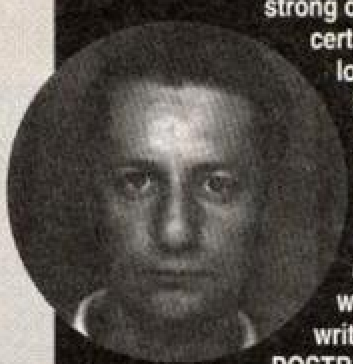
PETER WORLEY REFERRED TO film licence games as crap (*AA76*). Don't all you readers think that was a bit over the top as *Turtles*, *Terminator 2* and *Hudson Hawk* are all prettty good games (even though one of them's a Spectrum port). Let me put forward a point; where would the software industry be without film licences? Ocean, US Gold and Mirrorsoft put a lot of time and money into film licences.

Also mentioned was that software houses rely on movies rather than their own programmers for their income. Peter, take for example *Darkman*, this game was written and put together by programmers, not Universal Studios. The programmers take the name of the film and write a game based on it. They don't write and program a copy of the film and bung it on a disk to keep Universal running.

And we are not 'conned' into buying games of films as we don't have to buy them. We make our own decisions on whether to buy *Smash TV* or *Predator 2*. People from Ocean don't knock on our door trying to flog us a copy to try and get money. It's up to you whether you want to buy a licence or not.

Fraser Duncan
Dartford, Kent

WORLEY'S WORLD



This man Peter Worley has got some pretty strong opinions – but he's certainly generating lots of mail. Which is why we've given him his own little slot in *Reaction*. If you agree or disagree strongly with what he says, write to: PETER'S POSTBAG, Reaction, at the usual AA address...

I WAS AMUSED TO READ Peter Worley's letter (*AA76*). A few years ago I would have agreed with him, but today, if games companies stopped producing their 'multi-load trash', what would we be left with? Nothing, that's what.

Considering the way in which software retailers (at least where I live) have treated us Amstrad owners – filling our shelf space with 16-bit games – we should be damned thankful that games are still being made for us.

David Rand
Orpington, Kent

Adam: ***That's a bit of a defeatist attitude, Dave. The softies wouldn't be producing the games if they weren't making a bit of a cash out of them. Surely we have a right to grumble if the games aren't up to scratch. I have to admit I don't agree with Peter's view of multi-load games myself, but then I've got a 6128 disk machine not a 464 tape jobbie.***

the way some of us feel on this issue. Maybe if you took the time to take a closer look, or even visited Australia, then you would see that there is more to our country than just the entertainment we export. So either clean up your act or lose valuable readers.



Annoyed Aussie
Brisbane, Australia

Adam: ***The only reason to remain anonymous is if you're scared of us coming round to your house and mocking your dress sense. But the chances of us travelling all the way to Australia just for a bit of fashion abuse are pretty slim, not least because we're scared of those killer spiders that hide in Aussie shopping malls. So don't be shy Annoyed, tell us your name. It's Jason Donovan isn't it? Come on, we recognise the handwriting. You can't fool us Jase! (We take the point though, and will stick to only making fun of entertainment from New Zealand from now on.)***

AA GUIDE TO SPAIN

AA **continues its series of space-filling articles on European countries with a look at the land of matadors and oranges.**

Location: Spain is the knobbly, sticky-out bit on the bottom left of Europe. Er, well most of it anyway (some of it's Portugal).
Population: Don't know, we've lost the encylopedia. A few million though.
Language: Just like English, only remove all the verbs and add an 'a' to the end of each word (eg *mia muma cata doora* – my mum has bought the cat a door).
Currency: Pesetas. There's about half a million of these to the pound, so you'll need to carry a wheelbarrow full of notes with you when you go shopping.
CPCs: Spain has a fair few CPCs scattered around. And shoot-em-up specialist Dinamic lives there too.
What to see: A bull-fight, but they're dead cruel so take some things along to throw to the bull when it gets in a tight spot (hard hat, metal vest, nunchuckas etc).
Useful Phrases: "Mi casa es blanca" (I have been instituationalised) "¿De donde es la asuncion de la question la marca?" (What's with these upside-down question marks?) "Campa le bamba lo bumbo de bimpo de campo de campu la cimpo" (Chorus of Spanish 1992 Eurovision Song Contest entry)
Things to do: Grow a big bulbous nose like a potato (then paint it red). Watch people making sherry adverts. Disguise yourself as a bull and charge through the streets shouting "who's laughing now then". Visit the Picasso museum, drink ten bottles of sangria and start painting.
Warnings: If you want a break, don't go to Ibiza as your entire home town will be there. If you intend to buy an item of lingerie for your girlfriend (or boyfriend) in Madrid, don't ask for a basque.
Famous Spanners: *Carmen* (by Bizet who was, er, French), King Juan (who was a king), General Franco (who was mad).

Amscene

WACCI SURVIVES

Veteran user group resurfaces after financial troubles

Subscribers to Wacci feared the worst late last year when the 'recession' hit the company. For a while it looked as if Wacci might have to close... but it has been pulled back from the precipice by a group of users known as 'The Management'.

They have taken over control of Wacci following the departure of ex-boss Steve Williams for pastures new. (See *Amscene, AA77*)

However, Wacci's financial situation is still critical, if under control. There is currently no money in the kitty, and The Management has been drumming up (financial) support from the club's members and has managed to put together issue 50 of the mag. The club has a membership of some 750 enthusiasts, and it's hoped that with enough donations and re-subscriptions the club will survive.



● **Wacci's future looks a bit brighter now, the club facing major financial difficulties late last year.**

The 'new' Wacci is to produce a 'members charter', which will include the following changes:

- Cheaper PD software
- A tape PD library
- A book library
- Discounts for members
- Special offers at prices below those of dealers and other mail order companies.

To find out more about what's happened to Wacci – and what's *going* to happen – write with an SAE to:

Clive Bellaby, 12 Trafalgar Terrace, Long Eaton, Nottingham NG10 1GP.

French hackers bust cartridge protection

The mysterious 'Logon' programming team we featured in our French special last month has been up to no good! In fact, the mischievous continentals have apparently worked out how to bypass the protection built into the new Amstrad Plus machine which, until now, prevented users accessing the machines' enhanced console hardware from BASIC.

Using a simple program, however, users will now be able to use the new machines' larger palette, hardware sprites and improved sound features.

The program is even now appearing in the UK PD network. Amstrad UK won't be pleased at the latest development – the company has hinted darkly in the past about possible legal action against anyone bypassing the Plus's cartridge protection system. However, with means to do so now in the public domain, it may be a case of shutting the stable door after the horse has bolted.

OOPS!

There was a slight bugette in our Football Forecaster covertape program last month which meant that you couldn't save and load your own date properly.

The problem is simply a missing full stop, it appears. If you a full stop on the end of line 6050 (right after the last "a" of "balldata"), everything will be hunky dory!

And last month we said that Mini Office 2 cost £14.95 on tape and £19.95 on disk, and that you could find out more on 0625 878888. Well it isn't, and you can't!

Mini Office 2 actually costs £20.99 on disk, and you should call the publisher on 0625 859333.

HOWEVER, put that 'phone down right away, because *Amstrad Action* has managed a special deal on this excellent suite of programs whereby you can save ££££s. Check out our Special Offers pages this month!



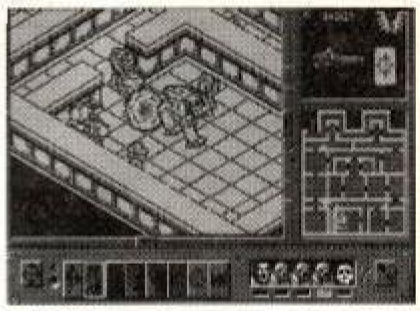
● **We quoted the wrong price for *Mini Office II* last issue – you can get it much cheaper!**

Full-price gloom as sofware houses pull out

The future for full-price games on the CPC looks a bit bleak at the moment. Domark and Virgin have already announced their intention of dropping CPC releases, while Gremlin is still not sure whether it will continue to support the machine.

Gremlin's dilemma basically boils down to whether the programmer who's tackling the project finishes a game for the hand-held Nintendo Game Boy in time... If not, *Space Crusade* may prove to be the last Amstrad release from the company.

Even stalwart Amstrad supporter Ocean is being non-commital about the future. The current line-up of planned releases will go through, but the company will not commit itself beyond that.


● **Will *Space Crusade* be Gremlin's last CPC game? We hope not...**

The summer is always a bit of a thin time for software releases, and come next winter, the major software houses may well think again. In the meantime, we can only keep our fingers crossed...

Siren Software to produce DDI interface

After lots of complicated wranglings, Siren Software has gained the rights to producing the DDI interface – the interface that lets owners of tape-based machines plug in a disk drive.

That's the good news. The bad news is that supplies of 3-inch drives have dried up to the point where they're effectively unobtainable.

Siren's solution is to sell the DDI interface with a 3.5-inch drive and Romantic Robot's Multiface. Tape-base software can then be saved to (3.5-inch) disk using the Multiface.

The price of the complete kit will be £159.99, which includes postage & packing, and you can find out more from Siren Software on 061 724 7572.

WAVE WIDGET DOWN IN PRICE!

Mail-order supplier WAVE manufactures a 'widget' that allows you to plug old CPC peripherals with edge connectors into the new Plus machines. The price for this widget has now come down to £8, plus £1-15 p&p. The offer only applies until March at the latest – call WAVE on 0229 870000.

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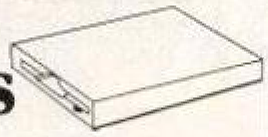
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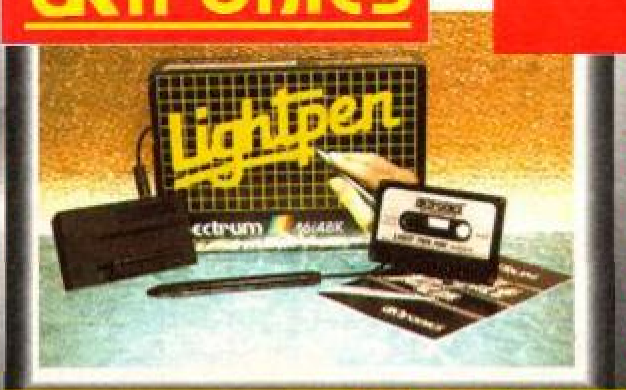
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AMS MSE 3

Meet the Team

Each issue we'll be asking the *AA* posse what their favourite games of the month are. No doubt we'll print their replies. In fact, here come this month's favourites now...



ROD LAWTON Here's Rod in the dark and foreboding corner of AA Towers where he hatches all his devious plans. What wickedness and acts of sorcery have you been getting up to today then, Rod? "I've been playing *Space Crusade*." Oh.



ADAM PETERS Lots of you have written in to ask why Adam never smiles in any of the photos in the mag. Because he's a miserable old fart, that's why. Still, he isn't sulking too much in this pic. Spotty's game of the month: *Hudson Hawk*.



ADAM WARING Adam's into *Space Crusade*. He's been going on about its "digi-bit sprites" and "poly-spatial animation". Or something like that. We weren't really listening. We were too busy wondering why he's still wearing that dress.



ANGELA NEAL When she isn't recounting the latest adventures of Baby William, Ange has been grooving on down to the latest adventures of *Baby Jo*. She's also been taking *Fun School 4* home at weekends (for Wills we presume).



MARYANNE BOOTH Maryanne started out cooing over *Baby Jo*. That was until *Rodland* came in. She loves *Rodland*. Unfortunately she refuses to zap any of the "fluffy poodles and fairies" you're up against, so she always loses. Sigh.

on the GRAPEVINE

SPACE GUN

Here's a shock. Ocean is set to release a cart game any day now, and it isn't *Robocop 3*! That's on it's way too, but this one is a 3D shoot-em-up in the *Operation Wolf/Aliens* mould.

Basically, there's a spaceship full of captive scientists and captor aliens. And you've got to shoot the aliens. You can shoot the humans too if you like, it doesn't do any harm. At least not to you (the humans themselves are probably none too happy about it though).



● Wah! Big nasty alien with its head stuck on the wrong place ahoy! Looks quite sweet really. Oh well... die alien scum! [C64 screen]



● What's this then? Erm. Ah. Er. Hmm. Well... er... a tri... no. Erm. Uh. Mm. It could... no, it's the wrong shape. Hmm... er... no, dunno.



● Three *Space Gun* facts; (1) it's a shoot-em-up, (2) it's a cartridge game, (3) it's called *Space Gun*. (*We need to talk, Adam – ed.*)

Sophisticated or mind-expanding it ain't; frenzied shooting it is. Here's a C64 screen shot so you can see how it looks on a crap computer. We'll be showing you the GX4000/Plus version as soon as it's finished and in our sweaty little hands.

Space Gun (Ocean) will be out very soon, priced at (we'd guess) £24.99 cartridge.

COMPILATION CRAZY

We're going compilation crazy again next month with *Movie Premiere*, *TNT2* and the very wonderful *Soccer Stars*. The latter looks set to be very massive indeed, featuring as it does the totally mega *Microprose Soccer*, *Kick Off 2*, *Emlyn Hughes' International Soccer* and *Gazza 2*. The best of these scored 93% when first reviewed. The worst scored 86%. That's an average of

The Word Is Out

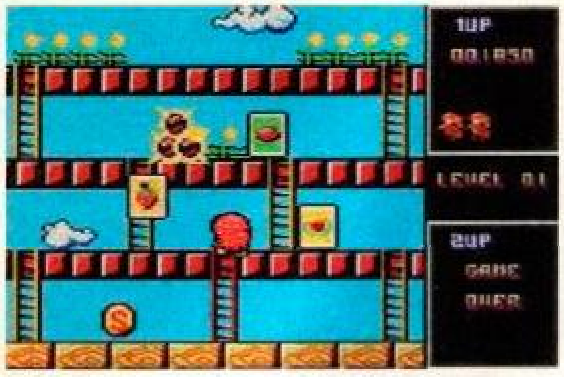
It's that time of year, folks. That post-Chrimbo lull when all the software houses take a bit of a breather after the Christmas push. A time when people like us get to wondering whatever happened to such-and-such a game that we first heard about in August. A few phone calls later and it's "still being worked on". Sigh. Nice weather, isn't it?

Hang on, what's this...a press release? Aha. Apparently ace budgie house Virgin Mastertronic has changed its name to **Tronix** in order to seem more hip and rad. Presumably you sell more games if people think you're hip and rad. The logic is beyond us, but **Double Dragon 2** is riding high in the budget charts so what do we know? (*I know how to balance a banana on my nose – Adam W*) Quick, change the subject someone...



"I say, those **Codemasters** chaps and chapesses seem to have made an expedition from budgieland to take over the full-price charts." Quite true, whoever you are. Take a look at that top six and then guess which two softies are neck and neck in the Best Software House bit of the *AA* Readers' Poll... Codies fans, make a quite note on the March page of your Dannii Minogue calendars, cos that's when the very weird **Soccer Pinball** makes its debut on the £3.99 shelves.

Keep an eye out for that, but put all your eyes back in as far as **Baby Jo** is concerned. Why? Because, er, no sooner had we reviewed it than we discover that Infogrames has decided not to distribute the CPC version in Britain after all (at least not for the moment). Gah! We're sure if everyone writes to complain the company'll reconsider, but the games not much cop anyway.



● When you wax the naughty flufkins in *Rodland*, they turn into cards with fruit on.



● This is supposed to be a bonus game. It's crawling with naughties. Some bonus.

RODLAND

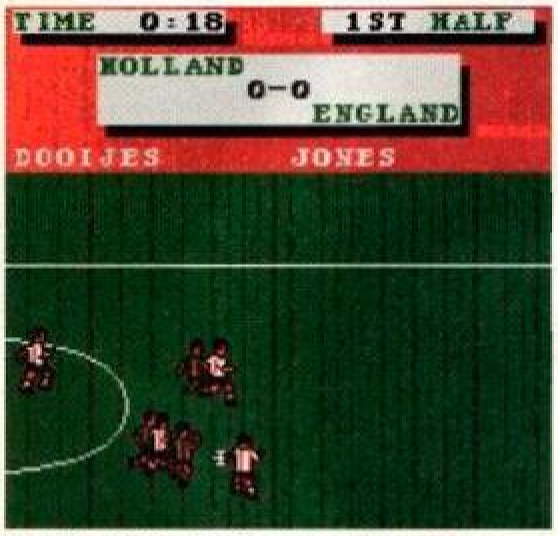
"So cute it'll make you puke" it says on the box. And it did. Or maybe it was the salmon and cucumber sandwich that did that. Either way, *Rodland* looks set to be a biggie.

We've been having a bit of a play with it and it seems quite spanky. It's kind of like *Bubble Bobble* but instead of blowing bubbles at the bad guys (and gals) you lasso them with a *Ghostbusters*-style particle beam. It's supposed to be a rod (hence the name).

There's lots of platforming around (you carry a ladder in your pocket) and a completely mammoth FORTY (yep, that's 4-0) levels. The heroes are two little pixies called, rather unfortunately, Tam and Rit. The baddies are sweet little fluffy puppies and bunnies and sharks and ghosts.

The whole thing is so colourful you'll be reaching for the brightness control the moment it loads. Next month we'll be giving you the full low-down. Until then, start stocking up on that Milk of Magnesia…

Rodland (Storm) is in the shops now, priced £11.99 cassette and £15.99 disk



● *Emlyn Hughes' International Soccer* runs *Italy 1990* very close for the title of Best CPC Footie Game of All Time. Most excellent.



nearly 90%. Crikey!

Movie Premiere features four film tie-ins (*Turtles, Gremlins 2, Days of Thunder* and *Back to the Future 2*) and *TNT 2* features *Hydra, Escape from the Planet of the Robot Monsters, Badlands, Skull & Crossbones* and *STUN Runner*, four of which are amongst the worst games of all time (sigh).

Soccer Stars (Empire) and Movie Premiere (Elite) are already available. TNT2 (Domark) is on its way very soon now.



● The object in *Super Pinball Magic* is to score lots of points (*really? – ed*) and get through that exit at the top to progress to other screens.



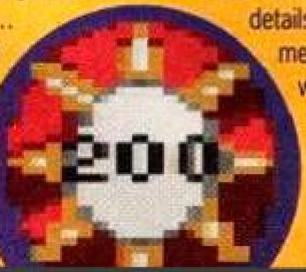
● No, it isn't the loading screen, it's the game itself. Are we talking excellent graphics or what? *Panza Kick Boxing* is, er, kickin'.

Speaking of French games, a couple of cartridges have just landed on the desk; **Super Pinball Magic** (a pinball game) and **Panza Kick Boxing** (er, a kick boxing game). No UK distribution lined up as yet, but who knows. Watch this space, as they say…

How many of you lot have seen that TV show **Gamesmaster** (C4, Tues 6.30pm). Most of you? Thought so.

Apparently the groovesome computer games show has been rocketing up the ratings, clocking in at around three million viewers. Wow!

Next month we'll be banging some heads to get details of all the big Spring releases. In the meantime, always use a pelican crossing when crossing a busy road. Oh yeah, and the Gallup charts are back. (Hurrah!)



The Charts

This chart is compiled by Gallup Ltd. © European Leisure Software Publishers' Association Ltd. 1992

FULL-PRICE

1. **WWF Wrestlemania** Ocean
2. **Dizzy's Excellent Adventures** C/masters
3. **The Simpsons** Ocean
4. **Dizzy Collection** Codemasters
5. **Terminator 2** Ocean
6. **Cartoon Collection** Codemasters
7. **Turtles 2 – the Coin Op** Imageworks
8. **Big Box** Beau Jolly
9. **Manchester United Europe** Krisalis
10. **Soccer Stars** Empire

BUDGET

1. **Robocop** Hit Squad
2. **New Zealand Story** Hit Squad
3. **Quattro Skills** Codemasters
4. **Magic Land Dizzy** Codemasters
5. **Double Dragon 2** Tronix
6. **Moonwalker** Kixx
7. **Dragon Ninja** Hit Squad
8. **Panic Dizzy** Codemasters
9. **Bubble Bobble** Hit Squad
10. **Batman the Movie** Hit Squad

Going public...

Welcome to an *Amstrad Action* special on the public domain. On page 18 we tell you how to run your own PD library. This month's buyers' guide (pages 54 & 55) details the best PD software around. But first off, ADAM PETERS wonders what all the fuss is about...



Public domain software. What is it? Where does it come from? What does it eat? All these questions (except the one about what it eats) will be answered over the next 1,491 words. But first, a brief history lesson...

PD software was born in the American higher education system. Whilst it was Clive Sinclair and his shoebox full of miniature transistors (the ZX-80) that spawned home computers as we know them, DIY computers had been built by electronics boffins across the States for many years. American colleges were soon full of the little critters, and a decision was made that all software written within the walls of academic establishments would become 'public domain'.

The advent of the CP/M operating system (given away free with all CPC disk computers), which enabled software to be written that would work on more than one type of computer, also helped accelerate the growth of PD. A lot of the available CPC PD software is still CP/M stuff (half of the the WACCI disks, for a start).

The whole thing has really snowballed in recent years though, and you can now get all sorts of different stuff from the public domain – BASIC type-ins, homegrown games, adventures and utilities, graphics demos, cut-down versions of commercial products, etc. Turn to this month's *Buyers' Guide* for the full SP.

The Legal Angle

Public domain software is software that can be freely copied and distributed. The only stipulations are that (a) it must be distributed in its original form, and (b) it must not be sold for a profit. It's free, basically, though the libraries that distribute it are likely to charge a small copying/admin fee.

PD software isn't *copyright-free* though. The copyright remains with the person who wrote it (which is why you aren't supposed to make any changes to the prog); the authors are simply allowing people to copy and distribute the software without having to make any payment.

Shareware is similar to PD software in that it can be freely copied and distributed. However, anyone who finds the software useful and decides to keep it is morally obliged to send a donation to the author. This will usually entitle the customer to free upgrades, detailed documentation, etc. Often shareware progs have certain functions (print/save commands) inaccessible without a special code they are given by the author in return for the donation.

Having said that, there is very little CPC shareware around, but a lot of normal PD. The PD scene has also become linked with cheap, home grown software. This is stuff that isn't PD, but is sold through a PD library for PD prices. This software cannot be freely copied like proper public domain stuff, though. It is often written by famous names within the PD world (particularly librarians), and is usually exclusive to a single library.

Why write PD?

Why on earth are people spending all that time writing programs only to give them away for free? Well, for a start, much of the stuff isn't really commercial. For instance, disk utilities that people will find useful but probably wouldn't go out and 'buy' with their hard-earned readies.

It's very difficult selling homegrown software, and you're likely to shift a lot more copies of your beloved prog if you're giving it away for free. Plus, if you don't want all the admin hassle associated with distributing it yourself, just send it your friendly local PD library and let them deal with it. It's the perfect way to get your program into people's homes and your name known.

A lot of people whack out loads of PD progs in the hope of progressing on to become a commercial programmer. Still more do it as a hobby (similar to stamp-collecting only without the stamps). Some people sell the advanced versions of their programs, chucking the earlier incarnations into the public domain.

WATCH IT! – THE LAW IN BRIEF

When you're copying and distributing stuff, you need to be pretty certain you're copying and distributing stuff you're allowed to. Obviously, programs you've written yourself and *AA* type-ins are pretty safe, but with other software, problems may arise. Here are some points to remember:

● Be sure the software you are distributing is genuine public domain software. It's only PD if the author has agreed for it to so be. There should be a statement to that effect either on the title screen or, with BASIC progs, in the opening lines of the listing.

● Even if a program is 'original' itself, and definitely public domain, it may contain commercially copyrighted material within it. For instance, a demo might contain 'cracked' music nicked from commercial games, a machine-code utility may include the commercial compiler used to create it (it has happened). Obviously in cases like this you often won't realise you're distributing 'dodgy' stuff until someone else tells you, but be wary.

● Just because another PD library has been distributing a program for ages doesn't mean it's 'safe'. They might have shifted 100 copies of it without getting caught. You might get caught the moment you start. Also, some PD libraries may have made special arrangements regarding 'dodgy' progs. Robot PD, for example, has sought clearance from the relevant software houses to distribute a demo featuring 'cracked' music – this agreement doesn't cover other libraries, though.

This might sound very worrying, as if setting up a PD library is likely to get you into all sorts of legal probs. This isn't the case, of course, with no CPC PD library having run into any difficulties greater than having to stop distributing stuff when discovering it was 'dodgy'.

There is a bit of 'dodgy' material around, as with any duplication industry, but 95% of the stuff currently doing the rounds in the wonderful world of CPC PD is perfectly kosher. Be aware of the legal angle, but don't lose any sleep over it unnecessarily.



● PD is an ever-growing industry. It even has a couple of mags devoted to it (alas not covering the CPC), one edited by our mate Adam W.

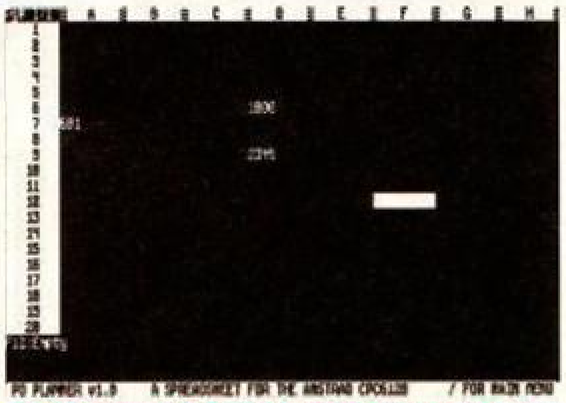
Many PD librarians write a lot of their own software. This is a useful way to generate an identity for your library, and include some stuff unique to your own little enterprise (at least until all the other libraries get hold of a copy).

Over the page we tell you how to start your own library, and in this month's *Buyers' Guide* we tell you what to buy. And that, in a nutshell, is public domain software. Tune in, turn on, and jump in.

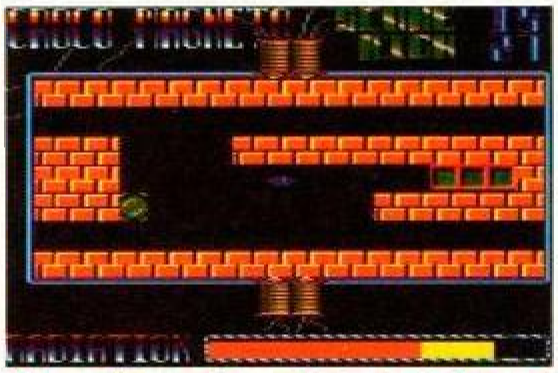
IN THE SHOPPING TROLLEY...



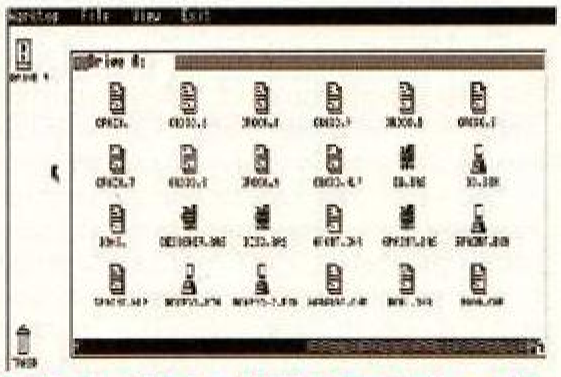
● *GPaint* is a groovesome art prog from, we guess, Germany. It's pretty darned decent.



● *PD Planner* is a (6128-only) spreadsheet with every function you could want or need.



● *Croco Magneto* is possibly the best PD game ever. It's as addictive as an addictive thing.



● *Worktop* (like David Wild's *Desk*) offers a hi-tech desktop for disk-based systems.

▲ As you can see, there's more to CPC PD than a few graphic demos nicked out of old *AA*'s. As well as some excellent serious programs (databases, spreadsheets and DTP to give their commercial counterparts a run for their money), there's all manner of utilities. And some pretty spanky games to boot.

● **And if this little taster has whetted your appetite, whizz your way to page 54 where you'll find our PD software *Buyers' Guide*.**

GETTING FILTHY

One of the main talking points in the public domain world at the moment is the so-called 'adult disks' freely available for most 16-bit computers.

The *Playboy* style digitized pics may raise a bit of anger from parents, bearing in mind the lack of adequate safeguards to prevent under-18s from obtaining such material. However, this is nothing compared to the police and government attention now being levelled upon the illegal ultra-explicit pornographic disks that seem to be on the rise.



Fortunately (or *unfortunately* if you're one of the dirty raincoat brigade), what 'adult disks' exist for the CPC are at the moment all of the 'tame' variety. There is talk of legislation being brought in to control PD software more vigorously, and the effects of this are likely to be seen across the formats.

● Public domain software is in the public eye at the moment because of all the controversy surrounding 'triple-X-rated' adult disks. These have yet to surface on 8-bit machines.



CLAWS OUT!

When you enter the world of PD, you soon learn that beneath the all-chums-together camaraderie on the surface, there are plenty of conflicting egos and a certain amount of, er, friendly rivalry. Or put it another way, bung Richard Fairhurst of Robot PD and Alan Scully of Scull PD in the same room and watch the sparks fly.

Alan warned us in a letter to watch out for "illegal programs", particularly "Robot with their demos and 'hacked' version of a commercial demo." He also warned that some of Dartsma's stuff was somewhat less than kosher. And had some nice things to say about Steve Williams, ex-*WACCI* maestro, too.

Richard, meanwhile, informed us that "as you have probably guessed, Robot PD and Scull PD don't get on too well. (Neither do Dartsma and Scull, Demon and Scull, Penguin Software and Scull...)"

Cor, and we thought you PD peeps were all big mates. It hasn't reached the horses'-heads-on-doorsteps stage yet, but hey, let's cool it huh? Divided we are defeated, but united we are... er... not defeated. (*It's been a long day – ed.*)

How to run a PD library

It's easy innit, just get a few disks from other libraries, send your address to *AA* and you're away! Er... hang on, let's think this through...

Setting up your own PD library might seem an easy way to get famous, let other people see the programs you've written, and get lots of lovely letters from Postie. But hey, hold on to your horses, what does it actually entail?

Equipment wise, all you need is your computer. A printer would be nice, for whacking out those catalogues, but failing that pen and paper will do (access to a photocopier would save your wrists a bit of work though). That's simple enough. Now, how do you get the software?

You ought to be have quite a few programs knocked up by you or your mates, together maybe with some AA type-ins. The easiest way to get a sound base to kick off with is to order stuff from other PD libraries. Best to let 'em know what you're doing, out of courtesy, but there shouldn't be any problems.

To become a really big and popular library you need to be expanding the number of disks/tapes in your catalogue on a weekly basis. Advertise in fanzines (*WACCI, CPC Domain, Playmates*, etc) and/or high street mags (*AA* and, er, the other one) for people to contribute software to your library. There's certainly plenty of people out there writing progs – you only have to look at the number of prospective type-ins *AA* receives (about ten times as many as we've room for). Offering rewards for the best proggie you get sent is a good way to build up a big stock.

Other, more adventurous, ways to get hold of software include 'importing' it from the continent. This involves getting in touch with PD libraries and demo-writers in France and Germany. The more adventurous you are in hunting out stuff, though, the more likely you are treading on legal soggy ground.

Publicity Drive

Once you've got a bit of software together you'll need to get your library's name and address known. There are various ways to publicise your library; sending details/a catalogue/a sample disk to some of the CPC fanzines (which have a lot of involvement in the PD world), eg *Print Out, Playmates, WACCI, CPC Domain*; placing a small ad in, or sending a press release to the news pages of, *AA* and *ACU*; buying a big balloon with your library's name on the side and flying it over major cities across Britain.

Don't overreach yourself, though. There is a lot of work involved in running a library and responding to people's letters. You could find yourself snowed under with more letters than you have time to process, resulting in a log-jam, a long wait for customers, and a much-dirtied reputation. Take things easy at first – think big but aim small.

When you feel ready to really go for it, try coming up with some mega top homegrown (PD priced, but not PD) software that is unique to your library, launch a fanzine/newsletter to promote your wares (look out for a fanzines feature in *AA* soon), and try to come up with some smart publicity stunts (special offers, deals on commercial software and accessories, etc).

Send a massive mailout to every CPC fanzine in the world, whack some stuff off to *Public Image*, *Amstrad Action*'s fab new PD-and-fanzines column (starting next month) and wait for the Queen's Award for Industry to land on the doormat. Maybe. **AA**

WHO WOULD BE A PD DUDE?

It's a thankless task being a PD librarian. Snowed under by envelopes, and spending all your spare time perched over a hot tape deck/disk drive, for no real financial gain. Why do people do it? *AA* opens the shutters on the world of the PD librarian, and reveals four people that would go for the job...

The Letter-Lover doesn't get an awful lot of mail. Even his pen-friend in Germany only writes every two months. The LL really likes the idea of getting letters from people all over the country. Especially when it's people who share his love of the CPC. "I know," declares LL, "I'll start a PD library and make lots of fab new friends all over Britain."

The Techie Bod – this chap(ess) is a bit of a whizz at the old programming. They've written loads of excellent utilities (DTP, database, etc) that they want to share with the world. What better way than starting a PD library and shifting their own progs in amongst the other stuff? Er, can't think of any. So go for it.

The Fame Seeker wants to get their name known. They name the library after the own nickname (eg Jonesie PD, Wardie PD, etc) and possibly launch a fanzine alongside it, which will be full of articles about what they get up to in their spare time and what they think of other magazines. The FS wants to be a major figure in the world of CPC computing. So they start a PD library.

The Spiv is one of the fly-by-night cowboys that give PD a bad name. There are very few in the CPC world and those that do appear don't last long. These people set up PD libraries to make a quick buck, before making a hasty retreat when discovering you can't make your fortune with *GPaint* and *Worktop*.

ADVERTISERS INDEX

Forum

This is the section of the mag where our resident expert ADAM (the Prof) WARING sorts out all your techie probs – or throws them open to the rest of our readers if they're too tough even for him. Need his help? Then write to: *Technical Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

Brother blues

Q: My son has an Amstrad 6128 computer and I have recently acquired a Brother daisy wheel printer model HR-15. Are they compatible? He has *Supercalc 2* and we have tried printing the spreadsheets but with no success. I suspect the switch settings may be the problem. Can you help?

Ian Neil
Bride of Allen, Stirling

A: *As long as the printer has a Centronics parallel interface (which your printer has) then you should be able to print without problems. To test the printer, it's probably wisest to try to get it to work from BASIC first, before trying to get it to work within a software package – it could be a problem with the software getting in the way. A simple test is to type:*

```
PRINT#8,"Well strike me down - it works!"
```

If you have no luck, fiddle with various combinations of the dip switches (with the printer turned off) until you have success. Once you've got printed output, then try printing once again from within the software.

Siren alert

Q: Could you please help me! For my Xmas present I got Siren Software's 3.5-inch disk drive with a ROM box, but my Multiface II will not talk to it, no matter what I do. I've tried different formats and even tried saving to a 3-inch disk and then copying the game to a 3.5-inch disk.

In *AA66*, on the *Type-Ins* pages the *Big Dump* program prints out the picture too short on some printers. If this happens to yours, try changing the "3" to "~0". The squiggly line is accessed with CRTL "2".

Andrew Farrell
Palmerstown, Eire



● Romantic Robot's Multiface can only load programs saved to drive A.

A: *Bad news, I'm afraid Andrew, the Multiface will only operate with programs saved to drive A. Even if you save the program to drive A and transfer to drive B, the Multiface's loader program will try to load the rest of the program from drive A, resulting in an error.*

Sorry, but you'll have to run all your Multifaced games from drive A.

Underlying points



I was most interested in the letter from P Rogerson (*AA76*) explaining how to underline words with the *Mini Office II* word processor, but feel that this could be taken a step further. Adding one more line could add a change of typeface to the word being underlined. Thus, using Mr Rogerson's example, an entry like this:

```
This is a ↑27,65,0
↑27,52     HEADLINE ↑27,53
           ________ ↑27,65,12
```

gives a printout like this: This is a *HEADLINE*

Then, going a bit further still, other useful effects can be obtained:

```
          °
         3 ↑27,65,0
↑27,83,0  3  ↑27,84
↑27,65,12
```

prints out as: 3^3

```
          H 0 ↑27,65,0
↑27,83,1  2 ↑27,84, ↑27,65,12
```

prints out as: H_20

Obviously this is a bit of a fiddle and the work has to be worth the time it takes, but when it is, impressive results can be achieved.

J H Cleal
Hove, Sussex

Thanks for those Tips, J H, here, have a £25 voucher!

Lead the way

Q: Please can you help me! I recently bought an Amstrad 464 Plus computer. I then decided that I wanted a disk drive. I bought a 64K memory expansion pack and then an FD-1 3 inch disk drive. The memory expansion was fine, but when I took the disk drive out of its box I found that the leads were not supplied. I phoned around and couldn't find the leads anywhere. Please could you tell me where I can get them from?

Could you also tell me where I can get a copy of CP/M Plus so If I ever do get the thing working I will be able to format the disks.

Andrew Martin
Southampton

A: *The 464 Plus is incapable of connecting to a FD-1 disk drive directly, I'm afraid. It is possible to get it to work, but you'll need to get hold of a modified DDI-1 to get it to operate correctly.*

Many of our mail order advertisers offer upgraded interfaces that will work with the disk drive. Flick through the issue to see who has the best deals, or contact **WAVE (0229 870000)**

CP/M Plus is available from Amstrad's spares company, CPC Ltd (not to be confused with the computer! Oh, never mind...) It's a bit pricey, though, and likely to cost you upwards of £15, but if you're prepared to pay the price then get in touch with ***CPC Components Ltd (0772 555034).***

Unless you're think you're going to use CP/M for anything other than copying files or formatting disks, you may be better off getting hold of a disk formatting program instead, such as Nirvana (not to be confused with the band! Oh, forget it...), or perhaps using one of the disk formatting Type-Ins we've printed in previous issues.

Page rage

Q: I went into the newsagent's today and saw that *AA76*'s covertape had a DTP program called *Pagemaker Plus*. Hooray! I thought as I bought it, rushed home and loaded it in. I did a nice front page and went to print it out on my DMP3160

printer. I saved it first and then found out that you need a disk drive to print it.

After throwing my joystick against the wall in a rage, I calmed down and tried to change the listing. I was unsuccessful, so please print a listing that will enable 464 tape users to print out using *Pagemaker Plus*.

David Pinder
Somting, Sussex

I don't happen to have one on me, David, but if one happens to turn up (and I'm sure that one will – won't it readers?) then I'll print it for sure.

Chips with everything

I own a CPC464 with a DDI-1 disk drive and I was thinking about upgrading it to a 6128. I opened up the keyboard and found the chip that needs to be replaced, but it was soldered into the circuit board. Please could you tell me where I could send my computer to get the chip removed and the new chip inserted and how much it would cost as I'm not very good with a soldering iron.

Can I run games from disk using a 64K memory expansion unit but without the new chip affecting the game?



● **Most 128K-only programs need just the extra 64K to run on a 464 – only a few need the 6128's different chip.**

How can I use my Multiface II and my disk drive at the same time? I want to copy some of the games I have from tape to disk.

B Proctor
Leighton Buzzard

If you're in any doubt whatsoever about tinkering with the insides of your machine then don't! You could be making a very costly mistake!

The best thing to do is give the upgrade suppliers a ring and see if they offer a service to fit the chip for you. Alternatively you could enquire whether a local electronics shop would be prepared to do the work.

Most, probably all, 128K games will work with a 464 and memory expansion. The 6128 ROM really only lets you use some of the additional BASIC commands, which are not used by commercially released games.

The problem you're having with the Multiface and disk drive is due to the length of the leads to the disk drive – the drive is very fussy about the length of the cables and if they're too long it won't be able to read data correctly. The Multiface extends the distance between the drive and computer just a fraction too much with the result that the data gets all jumbled up. An expansion doubler, which allows you to plug in two devices very close to the computer's expansion port, will sort out the problem. Ring round the mail order suppliers for availability.

On the double

I saw the letter *Double drive* in AA76 and I think that maybe I can help. The byte at address &A700 gives the current drive; if the result is 0 then drive A is currently selected, if the result is 1 then it's drive B. A program like this will test which drive is active:

```
10 a=PEEK(&A700)
20 IF a=0 THEN PRINT "Drive A"
30 IF a=1 THEN PRINT "Drive B"
```

Could you inform the world about my PD library, Pisces PD? If I am sent an SAE I will return a stock list. If I'm sent an SAE and a disk (either 3-inch or 3.5-inch) then I will return my catalogue disk with example programs etc. If I'm sent some PD programs I will return the disk with other programs on.

A final thing: on page 14 of *AA76*, you state that SD Microsystems is offering *Page Publisher* clip art for £12.50. But you also said this clip art is from a PD source. Is it legal, then, for them to charge so much for it?

Paulo Cuomo
Pisces PD
Century Cottage
Brenley
Faversham
Kent ME13 9LU

Thanks for the tips. Anyone who'd like information about Paulo's library should write to the above address. Why not check out our PD feature on page 20 while you're at it?

SD Microsystems makes its charge for converting the clip art – originally on machines like the Apple Mac or PC – into the Page Publisher format on the Amstrad, rather than for the clip art itself (it says here...)

Dead disk

I am writing to you to ask if you know of any way of retrieving files from corrupted disks.

I had a fault on my 6128 which after four months and four attempts seems to have been repaired. The fault corrupted some of my disks which were not backed up. Most are *Tasword* files.

The disks cannot be read or catalogued, and when put through 'verify' using *Diskit3* the following messages appear:

```
Disc is data format
Disk error track 0 sector #00
-media changed within system track
```

I hope you can help.

J B Siviour
Barnston, Wirral

It looks like your disks have had it, I'm sorry to say. When a disk is corrupted, it's often possible to retrieve the data using a disk editor. Unless the corruption happens on the system track.

The system track holds all the information about the files on the disk, where they are stored, the file names and so on. If this goes then the computer has no way of interpreting what the other information on the disk means.

Of course, it's Sod's Law that the particular track that's been damaged is the system track, held in track 0, rather than any of the other 80 tracks the drive could have picked on. I'm afraid there's not much you can do – remember: ALWAYS make back-ups of important data!

Useless Commodore

I have an Amstrad CPC464 and a Commodore C16. Is it possible to utilise the memory of the Commodore on the CPC?

K Morris
Fenny Compton, Warwickshire

Without taking both machines to pieces and rebuilding them then the answer's 'no'. Even if you were able to do that you'd then have an extra 16K which is about as much use as a bottle of suntan lotion in Grimsby. You be better off using the C16 as a doorstop or something.

On telly

Your Buyers' Guide to computer leads was most helpful, although I have one question. I have a 6128 and I want to use it with my colour TV, this has an RGB input for that purpose. Is the computer's output in any way compatible with the telly's RGB input? The telly has two 'sync' inputs, while the monitor just has one, but also has a 'lum' input – why the difference?

A C Sellars
Glasgow

The two sync inputs that the monitor has are for horizontal and vertical synchronization. When the electron beam that makes up the picture has completely scanned one line, the horizontal sync sends a signal to tell it to start again. When the beam reaches the bottom of the screen, the vertical sync tells it to start over again, and sends a signal to make it take it from the top.

The CPC only has one sync, which is a combined vertical and horizontal sync. It sends a small pulse for every new line, and a longer one to make it start from the top of the screen again. The CPC also uses a luminance system, where an extra signal controls the brightness of the image in addition to the RGB signal. It's still

possible to wire up a lead, although the picture won't be spot on. Ignore the 'lum' connection. Solder a couple of diodes from the computer's sync to the telly's two syncs, and connect up the red, green, blue and earth pins. You should get a usable colour picture.

CONNECTIONS FOR CPC-RGB TV INPUT

Computer	TV RGB input
Red	Red
Green	Green
Blue	Blue
Sync	Sync 1 (via diode)
	Sync 2 (via diode)
Ground	Ground
Lum	not connected

Pick of the printers

I own a 6128 Plus and would like to buy a printer for it. Could you please answer my questions about printers:

1. Are colour printers any good?
2. With the LC200 what do you need to buy *Colourdump 2* for, and does it print good letters?
3. Which are the best, 24-pin or 9-pin printers?
4. Which is the best printer in terms of good output and good value for money.
5. What is the difference between the Star LC-200 ad the Star LC-10

Thanks.

Danny Mayberry
Halifax, Yorkshire

1. They're pretty good if you want to print things out in colour! It really does depend what you want; colour printers cost a little more and if all you want to do is write letters to your Gran, then a black and white printer will do the job just fine.
2. You can set codes to print text with the LC-200 fairly easily, but none of the popular art packages support colour printout (because they were written before colour printers were widely available). Programs like Colourdump 2 allow you to load in a screen and will instruct the printer to print it out in colour.
3. 24-pin printers are better in that they produce a much better-quality output. 9-pin printers use less pins to make up the dots that form the characters on a page, and so can suffer from 'dotty' output. 24-pins aren't that much more expensive, either.
4. As a general rule, the more expensive the printer, the better the print quality/quicker it is/more features it has. We've reviewed a number of printers recently, and had a printer round-up in AA75. Basically you've got to make a decision based on the sort of specifications you're after and what you can afford.
5. The LC-200 is a newer version of the LC-10. It's quicker, and has better quality output. It's fairly unlikely that you'd be able to buy an LC-10 any more apart from second-hand.

Save me

For Christmas I got an Amstrad 6128 Plus and I think it's excellent. I own a Multiface II which I used to use on my CPC464, so I bought Wave's Widget to connect the Multiface to the Plus. It does everything except Save. It is not the Multiface because I tried it on my friend's CPC6128 and it worked. Could you tell me what's wrong?

S Claessens
Warrington, Cheshire

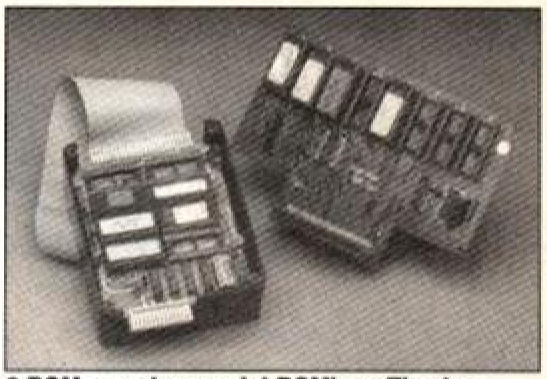
There are a number of differences between the CPC and the Plus which caused a lot of compatibility problems. One device affected was the Multiface II, which meant that although it appeared to work, it would not save properly. Romantic Robot, the people who make the Multiface, remedied the problem and all Multifaces since work with the Plus. However, it looks like yours is an early model, and so suffers from the saving problem.

Your best bet is to phone **Romantic Robot ☎ 081-200 8870** *and see if they will upgrade it to the new version for you.*

Season of good will

I need your help with my Christmas box.

1. Can I make use of the extra storage space that is on double density disks (3.5 and 3-inch without making a different format and if so how?
2. My next question is concerning the DATA command. I have tried looking in the manual but found no information that I can understand. I know the command can be used to input machine code from BASIC. Any commands that go with it would be gratefully received.
3. My next question is on the subject of ROMs.



● ROMs need a special ROMbox. They're accessed by RSX (| – bar) commands.

I know you need a ROM board, but how do load a ROM into the computer's memory?
4. What does *enabling* and *disabling* ROMs do and how do you do it?
5. How do you blank and save to EPROMS? Do you have to format them or anything like that?

G Payne

1. The double density actually refers more to the quality of the disk; it's the disk mechanism that determines whether the data is stored in double density format or not. All 3.5-inch drives available for the Amstrad are double density, whereas the built-in 3-inch drives are single density.
2. The Data command is used to store a list of information. This can be anything – machine code, text or telephone numbers. The READ command is used to take the information from the list. It takes the first item from the list and stores it in a variable. Each subsequent time it's used it works its way through the list, taking the next item. Here's an example:

```
10 FOR n=1 TO 9
20 READ a$:PRINT a$
30 NEXT n
40 DATA "This","is","a","list","of","words",
   "stored","as","data"
```

3. ROMs are memory and so don't need to be loaded in as such. Instead a simple command, usually an RSX (resident system extension) is used to access them.
4. A simple set of switches in the ROM box allows you to turn the ROMs on and off.
5. You need a special programmer to program an EPROM, this is a device that sits out the back of your CPC and stores the information in the chip. To erase an EPROM it needs to be exposed to an ultra-violet light source for half-an-hour or so, which effectively wipes it clean.

AA

NO MORE FORUM?

It's true – this will be the last ever *Forum* section to appear in *Amstrad Action!*

But put away those hankies – for it is going only to replaced by a new bigger, better and brighter techie section! We'll still cater for all your problems, but will have sections for tips, a helpline, techie news – and more!

If you have a problem that quite simply has you stumped then address your letter to **Technical Forum**.

If you're a complete dunderhead, and your problem's of a *very* basic nature, then write to **Ask Alex** (*It's true, fans, I'm back! – Alex*) She'll do her best explain things in a simple and understandable way.

If your problem is a short one, and you'd like to share it with 35,000-odd *Amstrad Action* readers, then jot it down on the back of a postcard and address it to **Technical Help!** Don't forget to include your phone number so that anyone with the info can get in touch!

If you have a techie tip, then send it to, er, **Techie Tips**. Keep 'em short – there'll be a prize for every one printed. Short – very short – listings can also be sent here, things like alterations to previously published programs or five-liners. Anything more substantial should still be sent to *Type-Ins*.

If you have any new products that the world should know about, then let us see them! We'll be looking at hardware and software alike in a regular reviews spot. Let us have your news, too. Send your evaluation samples to **Hard News**.

The address for all your mail is ***Amstrad Action*, Future Publishing, 30 Monmouth Street, Bath BA1 2BL.** Don't forget to head the address with the relevant section – it'll make sure it gets to the right place fast.

AA SMALL ADS

For Sale

CPC 464 with colour monitor, two joysticks, many games e.g Hero Quest, Elite, Lotus Esprit. Also tuner to convert monitor into colour T.V., black ash computer desk. £220 o.n.o. Steve 0742 686830.

CPC6128 with colour monitor, joystick, user instruction book, over 50 games, including Robocop, Match Day II, Airborne Ranger, Gauntlet, Leaderboard, McGuiganis Boxing, Chase HQ, Opwolf, excellent condition, loads more. Phone Jeff anytime (0252) 624188.

CPC464, television, MP2 modulator. Quite new, DDI-1 disk drive (guaranteed) with manual. 2 joysticks, loads of games including Badlands and Dizzy. Recently serviced. Lots of magazines. £225 o.n.o. Phone Paul (050 841) 8264.

CPC6128 colour monitor, manuals, joystick, magazine collection, Tasword 6128, advanced art studio, advanced music centre and more. £250. RS232 Interface, £20. DMP-2000 printer. £50. Call Julian on 081-556 2334.

CPC464 with green monitor and modulator. DDI disk drive, CP/M disk, manuals. £150 o.n.o. Owner upgraded to 6128. Phone Richard (0603) 610308.

CPC6128, modulator, DMP2160 printer, mouse, joystick, tape recorder, over £800 of software, AA's 7 to 70. All good condition. £250 o.n.o. Tel: Neil (0473) 827692 after 6pm. (Suffolk).

CPC464, colour monitor, Multiface 2+, disk drive, joystick, 65 cassette games in case, 7 blank disks, 45 books/magazines, dust covers. Worth £800+, sell £400. Phone 0743 (Shrewsbury) 359540.

CPC6128 COLOUR, second drive, mouse, Rombox, Multiface 2, software including word processors, DTP, spreadsheets, utilities, some games plus manuals, books and magazines. May deliver. All for £275 o.n.o. Telephone 081-777 3762.

CPC464 colour monitor and £320 worth of games, 1 joystick, games like Manchester United Europe, Turtles, Turrican 2, Shadow Warriors, Robocop, Double Dragon etc. Sell for £190. Ring (0752) 402030 and ask for Sam.

AMSTRAD colour CPC 464 computer. Monitor, over 60 boxed games including Robocop, Batman, Thunderbirds, manual, plus 2 tutorial packages, modulator, complete with original packaging. £200. Tel David (0442) 246781.

AMSTRAD cassette games, magazines, joysticks, all original cases and boxes. Pristine condition, no pirates. £130 or will split. Telephone James after 5pm (0708) 728194.

CPC464 with colour monitor, joystick, 40 great games, including Wrestle Mania, Ghost Busters II, Crazy Cars II, manual included, all for £225 only. Phone Ramen on 081-542 7679 anytime after 6pm on weekdays and any time at weekends.

464 PLUS COLOUR, DDI disk drive, printer, 64K expansion, 87 cassette games, 12 disk games, 3 utilities, magazines, books. Cost £1200+, sell for £450 o.n.o. Tel: Rick 0502 582178.

CPC6128, colour monitor, manual, tapes, disks and hardware worth £750+, sell for £200 o.n.o. Phone Mik or Jon on (0203) 386132 after 6pm Tuesday to Saturday for more details.

T.V. MPI MODULATOR for CPC464. Phone Barry (0582) 599571 days or (0582) 502464 evenings.

BACK ISSUES Amstrad Action issues 3 to 7 poor condition, £10. 8 to 45, good condition, £50. Buyer collects. Contact Ian, 42 East Street, South Molton, Devon. Sorry no phone.

MAGAZINES for sale. AA issue no7 to no45. ACU Jan 86-June 89, 42 issues over 80 magazines. £35 the lot. Buyer collects. Phone Gary 081-783 0857.

AMSTRAD ACTION magazines nos 18, 23-63, 66-72, 74, 50p each. Original Amstrad cassette software, including Exterminator and Mini Office II from 50p to £2 each. Telephone Stuart on Leeds (0532) 602806.

CPC464 , colour monitor. £600+ games, including Italy 1990, Tracksuit Manager and loads more footy games, joystick, monitor newly reconditioned, manual, sell for £300 o.n.o. Tel Mark (0754) 769367 (Skegness).

AMSTRAD 464 PLUS. Colour monitor, 2 joysticks, joypad. £200 worth of software, Multiface 2+ Amstrad Action magazines with covertapes, the lot. £300. Darren (0742) 393511 after 6pm.

AMSTRAD CPC464 colour monitor, joystick, Mini Office II, 135 games, 40 AA magazines, manuals, printer cable, cassette store. Worth about £1000, sell for £260. Tel Matthew (0522) 792958 (Lincolnshire).

AMSTRAD CPC464 colour monitor, Multiface 2, 2 joysticks, Amstrad Action issues and lots of games including Operation Thunderbolt and Elite. £230 o.n.o. Phone Scott after 5pm on (0524) 735017.

AMSTRAD CPC 464 computer. Colour monitor DDI-1 disk drive, manuals, light gun with eleven games, joystick, games on disk and tape including word processor. £310 o.n.o. Tel: Renate on (0303) 812777.

CPC 464 with mono monitor, T.V. modulator, and disk drive. 60+ games. Cost over £400, including F-16, X-Out and Turrican, sell for £150. Oliver. Tel (0734) 734996.

Wanted

URGENTLY NEEDED colour modulator for Amstrad CPC464 or T.V. modulator. Tel: (0695) 575832 after 6pm.

TV MODULATOR, disk drive, colour monitor wanted for CPC464. Phone Lee 081-568 4758 Twickenham.

HAUNTED HEDGES, Amsoft game, on disk or tape. Desmond 081-542 1229 evenings.

Services

PERSONAL HELP with CPC computer screen addresses, codes and listings, some from 1985. Enquiries from abroad welcome. Write to Angela Allum, P.O. Box 116, Bracknell, RG12 7PQ (add England if writing from overseas).

OTHER

AMSTRAD PRODUCED Soccer fanzine. January issue out now! Priced £1.50. Unique action shots, posters, interviews, and a chance to win £5. Video Soccer Action, 41 Montgomery Drive, Bilton, Rugby, CV22 7LA.

This section offers you a really cheap and effective opportunity to speak direct to 35,000 CPC owners – or would-be owners. Users report excellent results.
You can place an ad up of up to 30 words for just **£5**.

So you could use it to sell a printer, launch a user group or advertise a piece of software you've written.
One thing you can't advertise is the sale or swap of software. Such ads can be misused by pirates.

Fill in the application form and send it to us together with payment.
We'll place the ad in the next available issue (published 2-7 weeks after we receive your order).

ORDER FORM

SEND TO *AA* SMALL ADS, AD DESIGN FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW

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Address ______________________

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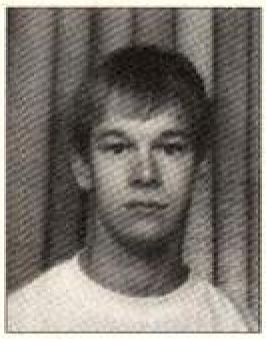
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Mastering m



Welcome to article seven of Mastering Machine Code. This month we have a look at writing a random number generator. Also, the Amstrad's sound chip is given some explosive coding. ANDY PRICE shows us how it's done...

Having problems generating random numbers from machine code? Mr D. Cawkwell of Goole, North Humberside is – in fact he sent me a letter asking how to do it. It is not the easiest of programs to write, which is why I had to be forced to write one for you (you can put the stick down now, Rod).

The main problem with a random number generator written as a program for a computer, is that it will not be a true random number generator because it is possible to work out which numbers will turn up next! These programs generate 'pseudo-random' numbers.

However, it is possible to write a program in such a way that the pattern of numbers is rather scattered and thus the numbers generated will be random enough for most needs – in games, for instance.

Listing One consists of some code to generate 'reasonably' random numbers. The proper name for such a program, for the boffins amongst you, is a 'Quasi-pseudo-random number generator' (*show off! – ed*). It works by using any old number, called the 'seed', and using that number to generate a reasonably random number. Hence, by altering this seed with another random number and then using one of the new random numbers generated as the next seed, we can generate 'respectable' random numbers.

The program requires little explanation, except for one rather unusual instruction – **LD A,R**. This is a cunning way of getting a weird number. The R register is known as the memory refresh register and it is used to update a memory bank so that the computer doesn't 'forget' what is in memory. If you want to know what your computer would be like without the refresh register... turn it off!

The sound chip

The Amstrad's sound chip has three channels. This is all very well, but if you are as bad at music as I am then no matter how many channels it has got, the music will sound awful (that reminds me... anybody played *Lost Caves*? Have *you* Adam?). However, if you feel an urge

THE SOUND CHIP FIRMWARE – IN DETAIL

ADDRESS: &BCA7 **NAME:** SOUND RESET
EXIT: AF, BC, DE and HL are corrupted.
Re-initialises the Sound Manager. All sound queues are cleared and any sound which is currently playing is stopped.

ADDRESS: &BCAA **NAME:** SOUND QUEUE
ENTRY: HL holds address of sound program (see text)
EXIT: AF, BC, DE and IX are corrupted.
Tries to add a sound to the sound queue of one or more channels.

ADDRESS: &BCAD **NAME:** SOUND CHECK
ENTRY: A contains bit for channel test
EXIT: A holds channel status. BC, HL and DE corrupted.
The channel test bits are arranged in the same way as BYTE 0 was for setting up the channels and rendezvous statuses (see text). This tests the status of the sound channel (in case you hadn't already noticed!)

ADDRESS: &BCB3 **NAME:** SOUND RELEASE
ENTRY: A holds bit for channel to release
EXIT: AF, HL, IX, DE and BC all corrupt.
This routine releases held sounds on any channel. The channels are arranged in bit format (see text). This releases sounds marked as HELD by SOUND QUEUE.

ADDRESS: &BCB6 **NAME:** SOUND HOLD
EXIT: A, BC and HL are corrupted.
This routine stops all sounds. Sounds are continued again if you call SOUND CONTINUE.

ADDRESS: &BCB9 **NAME:** SOUND CONTINUE
EXIT: AF, BC, IX and DE all corrupt.
This continues any sounds held by SOUND HOLD.

ADDRESS: &BCBC **NAME:** SOUND AMPL ENVELOPE
ENTRY: A holds envelope number. HL holds address of ampl data block
EXIT: DE and flags are corrupted.
Allows an envelope, in the range of 0-15, to be set up.
The data block is constructed like this (also see *User's Guide*):

byte 0	number of sections in the envelope
bytes 1..3	first section of envelope
bytes 4..6	second section
bytes 7..9	third
bytes 10..12	fourth
bytes 13..15	fifth section

ADDRESS: &BCBF **NAME:** SOUND TONE ENVELOPE
ENTRY: A holds envelope number. HL holds address of tone data block
EXIT: DE and flags are corrupted.
As SOUND AMPL ENVELOPE, except it deals with the tone envelope.

ADDRESS: &BCC2 **NAME:** SOUND A ADDRESS
ENTRY: A holds envelope number.
EXIT: AF is corrupted.
This gets the address of an amplitude envelope, in the range of 0-15. The envelope is constructed as described in SOUND AMPL ENVELOPE.

ADDRESS: &BCC5 **NAME:** SOUND T ADDRESS
ENTRY: A holds envelope number.
EXIT: AF is corrupted.
As SOUND A ADDRESS except it deals with tone envelopes.

ADDRESS: &BD34 **NAME:** SOUND REGISTER
ENTRY: A holds sound chip register number, C holds sound.
EXIT: AF and BC are corrupted.
Sends a sound to the directly to the sound chip itself.

achine code

to produce some kind of sound in your assembly programs, then read on...

Just as we accessed the firmware to print characters on the screen and change the paper colour, we use the firmware to program the sound chip. The firmware supports sound from addresses &BCA7 to &BCC5, and we use firmware address &BD34 to send data to the sound chip. Using these routines, we can hold and continue sounds, alter tone and amplitude envelopes and, of course, make a noise.

First, let's look at one of the most important sound routines, called SOUND QUEUE, which lies at address &BCAA and performs the same function as BASIC's SOUND command.

Register HL contains the address of the sound program. Don't attempt to store it under a ROM, you will probably end up re-booting your machine. Just stick the program in the central RAM, where you normally assemble your programs. Now then, what does the sound program look like and how is it constructed? The program consists of 8 bytes of data for the sound chip and is constructed as follows: (remember, it is identical in construction to BASIC's SOUND command)

byte 0	channels to use and rendezvous with channels
byte 1	number of Amplitude envelope to use (0-15)
byte 2	number of Tone envelope to use (0-15)
bytes 3..4	Tone period (0-4095) (16-bit number)
byte 5	noise period (0-31)
byte 6	initial amplitude (0-15)
bytes 7..8	duration or envelope repeat count (0-32767)

Byte 0, the channels to use and the rendezvous with channels, is constructed bit-wise. Thus, if you use SET to set a bit and RES to reset a bit in that byte, you construct the byte as follows:

bit 0	choose channel A
bit 1	choose channel B
bit 2	choose channel C
bit 3	rendezvous with channel A
bit 4	rendezvous with channel B
bit 5	rendezvous with channel C
bit 6	hold sound until released
bit 7	flush sound queue

Obviously, you can choose, say, bits 0 and 1 to produce sound at both channels A and B, but that is basically how you use the sound chip and that is how you use it from BASIC, only it is marginally simpler.

Now I am not going to go into great depths explaining how to construct sound envelopes and so on, but what I will do is explain all of the firmware routines and what you need to do to access and use them. The *User's Guide* which came with your computer explains how amplitude and tone envelopes are laid out. **THE SOUND CHIP FIRMWARE** shows the firmware routines for accessing the sound chip to its highest capabilities. **Listing Two** is a little demonstration program showing how to use the sound chip from machine code.

● **Well, that just about wraps up this instalment. Next month, we'll have a detailed look at graphics and how we can plot, draw and do all sorts of wierd and wonderful things to the screen from machine code. Until then, let's make some music... midi fashion...**

Code & Chips

Got any machine code queries? Things you don't understand? It doesn't matter how stupid the question, how basic your knowledge, write to:

CODE & CHIPS
AMSTRAD ACTION
BEAUFORD COURT
30 MONMOUTH STREET
BATH AVON BA1 2BW

LISTING ONE: QUASI-PSEUDO-RANDOM NUMBER GENERATOR

```
    ENT $
                        ; Quasi-pseudo-random number generator
                        ; Article 7, Amstrad Action March, 1992
                        ; Exit: HL holds random number
                        ; All other register preserved

    PUSH AF
    PUSH DE             ; preserve registers
    LD HL,(RANDSEED)
    CCF
    ADC HL,HL
    ADC HL,HL
    ADC HL,HL
    ADC HL,HL
    ADC HL,HL
    ADC HL,HL           ; multiply HL by 64
    RLCA
    RLCA                ; rotate A left twice - multiply by 4
    ADD A,L
    LD L,A
    LD DE,(RANDSEED)
    RLC E               ; multiply E by 2
    RRC D               ; divide D by 2
    LD A,L
    ADD A,D
    LD L,A              ; add D to L
    LD A,H
    ADD A,E
    LD H,A              ; add E to H
    LD (RANDSEED),HL    ; store new randomized seed
    POP DE
    POP AF              ; restore preserved registers
    RET

RANDSEED: DEFW 43746    ; random seed, any old number will do
```

LISTING TWO: SOUND FIRMWARE DEMONSTRATION

```
    ENT $

                        ; Uses SOUND QUEUE, SOUND AMPL ENVELOPE and
                        ; SOUND TONE ENVELOPE
                        ; Function: NONE! Just an imitation heart
                        ; beat...

    INFLOOP:
    LD A,15
    LD HL,ENT
    CALL #BCBF
    LD A,15
    LD HL,ENV
    CALL #BCBC
    LD HL,SND
    CALL #BCAA
    JR INFLOOP

ENT:  DEFB 80,10,-10,1
ENV:  DEFB 1,7,-3,4,10,1,20
SND:  DEFB 4,15,15,34,12
```

HELPLINE

AND NOW, THE END IS NEAR...

Hankies out folks, this is the last ever *Helpline* (sniff). But don't worry, the spirit of *Helpline* will live on by invading other sections of the magazine. As of next month *Helpline* will be split into three separate sections and cunning placed in different bits of the mag.

- If you are looking for (or offering) technical help, trying to get hold of a particular peripheral, serious program, book, or anything technical, write to *Technical Helpline, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.* On a postcard or the back of a sealed-down envelope please.
- If you are looking for (or offering) help on a game, looking for a poke or cheat, or trying to get hold of a game that is no longer available, write to *Games Helpline* at the same address as above.
- If you are looking for pen-friends, write to, er, *Pen-friends* (at the same old address again).

If you want to sell or swap software, er sorry but there have been a lot of complaints about those ads from everyone from anti-piracy groups to the Queen herself (*eh? – ed*), and we haven't got enough space to continue running them (requests for out-of-production games you're desperate to get hold of will of course continue to be included). Alas, we can still only print phone numbers for UK/Eire residents.

TECHIE HELP

Has anyone got *Sorcery* on tape for the Amstrad 464?
Ron, 0582 873267 after 5pm

Wanted: *AA* mags 55 to 59 or all the cheats in those mags. Will pay good prices for mags.
Jim, 081 8487493

Urgently wanted: *AAs* 1, 2 & 42, *ACUs* 12/84–5/85, 8/87, 11/90–12/91, all *Amtixs*, all *CWtAs*. Will swap against Firmware Manual (Soft 158), *Hisoft C, Laser Basic, The Quill* (all original tapes with manual). Also Infocom adventures wanted (even more urgent!).
Maurice Homan, Eernewoudeweg 30, 6835 JG Arnham, The Netherlands

Wanted:6128 Rom and 8 bit printer port for the 464, preferably with manual..
Andrew, 0533 606786 weekdays 3.30-4.30pm, anytime on Sunday

Want to buy *AA* back issues pre-*AA*59, or will swap for games on 464 cass.
Derek, 0292 311333

Wanted: Need first disc drive for (old model) CPC 464. Will pay up to £80.
Jonathan, 0780 783073

Wanted: Personal tax planner disc for 6128.
Peter, 0275 891614

I have a 3.5" and 5" disc of Mouse Driver and Utilities. But I need a cassette for a 464. Can anybody help?
Adam, 0582 606687 after 4pm

Desperately wanted: DD1 diskdrive Interface. has anyone got a DD1 diskdrive manual they are willing to give to or photocopy for me? I have Amstrad SSA1 Speech Synethsis manual I am willing to photocopy.
Clayton, 0449 720833 7pm-9pm

Wanted: Modulator for CPC 464. will part-exchange green screen monitor.
Geoff, 0827 288392

Wanted: An address for a connecting cable from CTM 644 to Atari 520STE. This would enable me to use both keyboards. MP1 modulator also wanted.
Mike, 0297 53451

I have some 3" disks containing CPC 6128 files. Can anyone help me by transferring them to PC files on 3.5" disks (which I will supply, of course)?
F.X. Aquilina , 106 St. Margaret Street, Siggiewi, Malta.

DDI-1 Disk-drive desperately needed (£60-70).
David, 051-334 8515 after 4.30pm

Book wanted: *The Digital Research CP/M Plus Manual for CPC6128 and PCW Machines.*
Colin, 0786 75982

Wanted: Can anyone help I am looking for a manual for the DDI. Disk drive. I am willing to pay any expenses.
John, 0495 227183

Wanted desperately!! Amstrad CPC6128 Firmware manual (*Soft 968*) to buy, borrow, hire etc. Also wanted: *Anatomy of CPCs* Book. Plus!! Help offered on any aspect of CPC - Programming/Hardware etc...
Pete, 0533 886039 after 6.30pm

Wanted: Firmware Guide for 6128, desperately. Will pay top price or pay to borrow. Also *Practical Machine Code Programming* by Steve Webb, *Machine Code for Beginners on the Amstrad* by Steve Kramer.
Keith, 0384 67712

Wanted: Dk'tronics speech synesiser for 6128.
Simon, 0430 422571

Amstrad CPC 6128 Plus. Help! I've just got my first computer and I haven't got a clue!! I need a second hand printer (black and white) and advice on what disks to buy!! (For business use only, i.e. accounts, home finance, mortgages, tax and VAT etc.) Or can you sell me any?
Jeremy, 0823 660118

Offered: Limited advice on hardware problems.
David, 0793 532417

Help offered on programming, *GAC* and the Amstrad in general. Also contacts wanted in any country, 100% response.
Len, 0254 382349

PEN-PALS

Pen-pal wanted (male or female) to help each other on games and swap cheats. I am 13 years old. Who will write to a 13 year old girl? All letters get a reply.
Jennifer Cortis, 30 Johnbell, Corn Str., Zebbug, Malta ZBG 05

Wanted: pen-pal aged 12–15. Must have CPC464. I have many games, tips and cheats and Multiface pokes.
Patrick, 081-317 8470

Wanted: male or female pen-pals, must have an Amstrad (tape). All ages accepted.
Dave, 0782 518836

Wanted: pen-pal living locally (Derry) who owns Amstrad 6128 Plus.
Debbie, 0504 268797

I'm a 6128 owner looking for pen-pals around the world to swap demos, pokes, tips, maps...
Manuel Laorden Mas, Valldemosa 15 Entlo.2, 08016 Barcelona, Spain

I would like a pen-pal about 14 years old, to exchange hints, tips and tapes with. I have got a CPC464 and a printer.
Justin Stewart, 41c Lake Terrace Road, Christchurch 6, New Zealand

GAMES HELP

Can anyone out there please tell me how to get past the first level of *The Vindicator*, this would be much appreciated.
Michael Eiberg, Unit 1, 22 Hastings St, Scarborough, Perth, Western Australia 6019

Help please: Cannot get past level 1 of *The Simpsons* disk game.
Debbie, 0504 268797

Help wanted on *Bubble Bobble*. I don't know the type-in code (CPC 464 cassette). Also wanted TV modulator MP1 (464).
Warren, 0533 768765 4pm-9pm

Help please with *Sweevo's World*. How do you collect a BOO? I have a problem with my TINS, BLOCK & FULL.
Angela, 0344 428053

I will offer *Slapshot* for any help on *Hammerfist*.
David, 0375 843096 outside school hours

Help needed on *Batman the Movie* and *Untouchables*. Help given on *The Simpsons, Sim City, Kick Off 2, Ghostbusters 2, Back To The Future 2* and *Indiana Jones and the Last Crusade*.
Pete, 0302 855107 6pm-9pm

Please, can anyone tell me what finally kills the Nechromancer in *Sorcery Plus*.
Eileen, 0582 873267 5pm-9pm

Help wanted on *Castle Master*. I don't know how to get te key on the roof of the cavern. Also I require help on fiing the rest of the keys needed to complete the game.
Karl, 0204 399198

Help needed on original 3D version of *Batman*. Where's the seventh bit of Batmobile. Using batmap in AA9.
Roy, 0977 675522

Broken hearted child needs a *Fruity Frank* cassette for his 464 computer. This was his favourite game which won't load any more. will gladly pay or swap.
Ricky, 0245 74347

I'm starting a PD library. Help, info and software greatly appreciated.
Paul, 0272 865343 4pm-10pm



● *99 Red Balloons* went the song. This one makes 100.



● Yeow! It's got really hot all of a sudden.



● That first aid kit will cure all your earthly wounds.

BABY JO



LORICIEL ■ £TBA

Babies, as everyone knows, are horrible, screamy, smelly, small things that will spew up over your best jacket as soon as look you in the eye. (*How dare you, my baby William's lovely. Retract that last sentence or I'll drop a giant picture box over the whole review – Ange.*) Sigh. Okay, sorry, let's start again...

Baby Jo is a sideways-scrolling jump-em-up in which you play a baby (called Jo) who's a superhero-type person. He's a pretty naff superhero really, though, 'cos he's lost in the countryside and wants to go home to mummy. (You never saw Superman wandering round a field blubbing.)

Anyway, the object of the exercise is to steer Jo back home to the loving arms of his mother. This involves loads of levels of spitting flowers, killer mosquitoes and raging fires. Graphically, *Baby Jo* cuts plenty of pickle. Everything's very detailed and colourful, the sprites are pleasantly large and the scrolling (half a screen at a time) is reasonably smooth. Like all French games, it *looks* lovely.

Unfortunately, behind the graphics lies one of those zero-gameplay pursuits so beloved by Amiga owners. And everything moves so slowly and laboriously. Jump, run, jump, jump, run, die. Zzzzzzz.

The levels are horribly short, but difficult enough to have you screaming (you can't avoid taking hits). It does feels completable, given a hefty amount of persistence, though it took us a week to get off level one. (But we're useless.)

There are plenty of power-ups around, including first aid kits (heal wounds), rattles (weapons), balloons (give you a lift) etc. There are worms to jump over, platforms to leap from, and everything you'd expect from a cutesie platform game. As an interactive cartoon, *Baby Jo* has a little appeal, but not enough to make up for gameplay as addictive as a Boots 'banana, soft cheese, grape and walnut' sandwich (try one – they're disgusting).

Adam





● Sweet or what? Maryanne started sobbing when she saw it.

SECOND OPINION

"Baby Jo really does look terrific – very pretty and very cute. The jerky scrolling gets on your nerves, though, and Adam's right, the gameplay just isn't there."

Rod Lawton



● That's a mosquito. That's a fire. That's a baby. This is a yawn. (Yawn.)

FIRST DAY TARGET SCORE

Get to Level Three

BABY JO VERDICT

GRAPHICS............ 91%
Wonderful cartoon-style art and animation.

SONICS................. 00%
A new concept in games for the deaf.

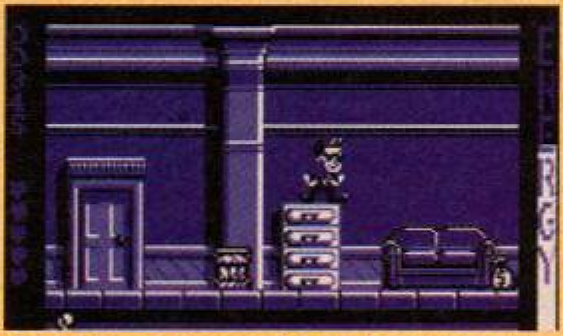
GRAB FACTOR....... 56%
Baby Jo isn't the most exciting of games.

STAYING POWER... 33%
Nor is it the most addictive or challenging.

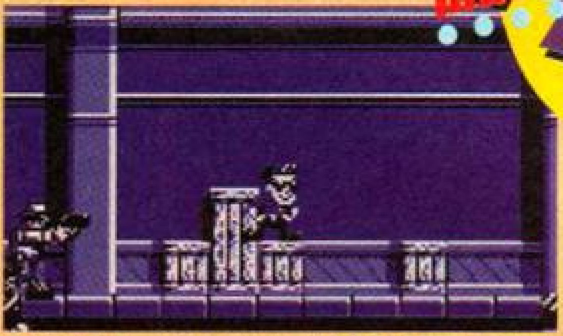
RATING 35%

French games always look pretty spectacular, and usually play that way too. Unfortunately, Baby Jo doesn't..

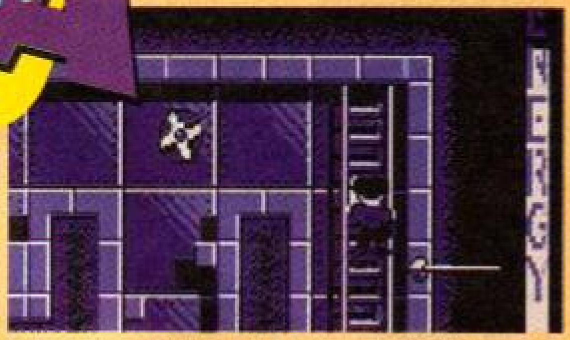
mastergame



● Ahoy there shipmates! Young Mr Hawk, resplendent in pork pie hat and raybans, practicises his balancing-on-a-filing-cabinet trick.



● Eek. A security guard with a big gun proves his bravery by taking on a reluctant burglar with, er, a tennis ball. Get set to jump.



● "Another Christmas, another ventilation shaft," fumed Brucie in *Die Hard 2*. Don't look now Mr Willis sir, but guess what...?

HUDSON HAWK

OCEAN ■ £10.99 cass, £15.99 disk

He runs. He jumps. He climbs across rooftops on a rope. He throws tennis balls for some unknown reason. He *is* Hudson Hawk, the world's most bestest cat burglar and, once this particular game is up and running, he is *you*. And you are him. And vice versa with cherries on top.

Hudson Hawk is a platform game of three levels, each consisting of a number of little sub-levels. It is based, very loosely, on the critically-condemned film of the same name. You play Huddy, and a gang of nasty people are forcing you to nick three of Leonardo da Vinci's finest works for them. The rotters.

Of course they aren't your run-of-the-mill art collectors out to expand their collection, and said items do in fact have bits of crystal hidden inside them. Once reassembled, this crystal will enable the villains to rule the world. Or something.

SECOND OPINION

"That jerky scroll is enough to give you a migraine, especially when everything is so, er... blue! It's a great platform arcade game, though, and there's tons to do."

Rod Lawton

FIRST DAY TARGET SCORE

Get to the Vatican roof



● Hmm. We're on level one and we suspect this is the final screen, so what do we do now? We could sing a song. (*Don't – ed.*)

Each level involves trying to nick one of these *objets d'art* (arty objects); a ceramic horse from Rutherford's Auction House in Los Angeles (or possibly New York, what's the difference?); a sketch book from the Vatican (that big church where the Pope lives); and finally a mirrored crystal from Da Vinci's castle in Budapest or Bucharest or somewhere.

Oops. In between the Vatican bit and the Castle bit the baddies have got the other bit of crystal (from a model of a helicopter in the Louvre) themselves. So ignore that bit we said earlier about you having to get the three bits. The third level is the big end-of-film climax where you fight the baddies and try to stop them getting their evil way.

What's really brill about *Huddy* is the number of different sub-levels involved. Each stage is fairly short, but presents its own series of logic problems, well-timed movements, and general dicing with death. There isn't really much genuine platforming to be had – most of the stages don't involve an awful lot of climbing – but it certainly knocks mindless beat-em-ups into a cocked hat.



Huddy himself moves like he's on roller skates (which as far as we know, he isn't) and uses tennis balls to take out the fiendish foes that cross his path. These include blackbirds with diarrhoea and parachuting nuns (wacky).

The ventilation shaft bits (which, it has to be said, would be more at home in a *Die Hard* game) are probably the best. Kind of like *Switchblade* without the blokes with knives. The other sections are sufficiently varied and challenging to make this one heck of a fab game.

The first level involves you facing up against security guards and laser defence systems as you creep through the art gallery. The second sees nuns as the main opponents. Ho, ho, ho, you might say to yourself, I've seen *The Sound of Music*, these nuns are nothing but guitar-strumming sissies. Whoops. These nuns have got guns and bombs and stuff!

The final level involves rodents of both the animal and human kind. To wit, rats and gangsters. Apart from that, er, ask us again in a week. (*You haven't got off level two then? – ed.*) No I haven't. (*Ho ho – ed.*) But neither have you. (*Shut up – ed.*) Ho ho.

Hudson Hawk is actually quite easy to progress in, largely due to the sub-levels being so short, the number of lives so large (five), and the fact that many of the traps won't catch you out twice. Unless you're really stupid (*didn't you get caught out loads of times, Ad? – ed*). You'll finish this game eventually, but not before you've had more fun than a mosquito on a nudist beach.

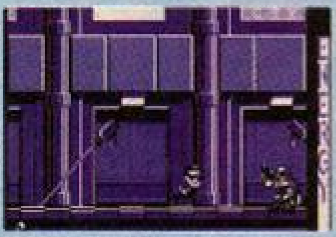
Adam

The scenes of the crime...

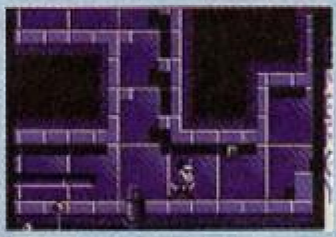
There's a lot of different gamestyles involved. Here are a few screens from level one to give you a bit of an idea:



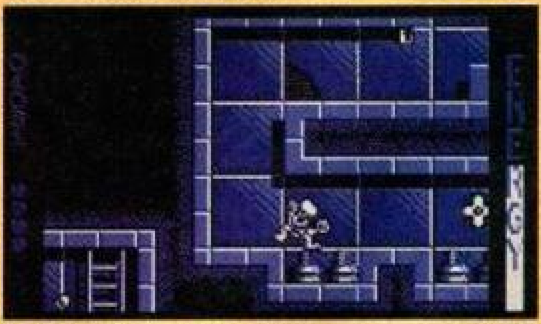
THE ROOFTOPS Huddy has to negotiate his way across the rooftops, avoiding killer blackbirds/crows, rabid guard dogs, and so forth. Where there's a big gap in the skyline, you'll need to rope your way across. Fall off and you'll lose energy rather than a life.



THE CORRIDOR Inside the building, everything goes plain horizontal. Apart from the security guards patrolling the corridors, the main problem is the laser defence system which will zap you a crinkle-cut crisp if you're not careful. There's filing cabinets 'to jump too.



THE VENTILATION SHAFT Hurrah! This is the best bit. There's no human foes, but a lot of mechanical ones. These include jets of flame, arrow-like pistons, electricity conductors and electric fans. The last two mean immediate Death City. There's ladders too (but no snakes).



● Aiiiee. Switching on a light with wet hands is very dangerous. But not as dangerous as tap dancing on an electricity conductor.

Bruce Wills facts

▪ Bruce Willis was born Brucibald Victor Andretti Willis, but he changed his name to Bruce when he was three (because he couldn't spell the other bits).

▪ Bruce is today one of Hollywood's best paid actors, but that wasn't always the case. When he was 17 he used to pick fluff out of motorbike engines for 12 cents an hour.

▪ *Hudson Hawk* is Bruce Willis' fifteenth film. Others have included *Die Hard* (in which he played New York cop John McLaine), *Die Hard 2* (in which he played John McLaine again) and *Robin Hood – Prince of Thieves* (in which he played Kevin Costner).

▪ Bruce's family have a strong theatrical tradition. His mother used to go to the theatre a lot, and his father once learnt to juggle.

▪ Bruce is a distant cousin of the Englishman, Freeman Hardy Willis (who owns several shoe shops).

▪ Mr Willis (Bruce not Freeman) may be a bit of a baldie get, but don't call him that to his face. Whispering it behind his back is safer.

▪ A very amusing incident happened to Bruce whilst filming *Blind Date* with Kim Basinger. But we don't know what it was.

(Adam, do you think you could let me see a copy of that biography, please...? – Ed)

HUDSON HAWK VERDICT

GRAPHICS............ 95%
Incredibly detailed. Very blue, but very brilliant.

SONICS................ 75%
Everything you'd expect noise-wise. A bit beepy.

GRAB FACTOR....... 92%
The opening logic puzzle is a real challenge.

STAYING POWER... 96%
Hudson Hawk is a fun game with a lot of depth.

RATING 94%

Huddy is one of the best platform games we've seen, and great entertainment by anyone's standards.

AA at the movies



● Tommy Five–Tone (Daniel Aiello) and Hudson Hawk (Bruce Willis) look puzzled.



● A skateboard is just one of the daft props used in Huddy's intricate robbery plans.

The film *Hudson Hawk* was panned by the critics on its original release. It was probably the most dissed movie of 1991. But was that fair? Now it's out on video, and everyone from the inane Simon Bates to the godlike Mariella Frostrup (*stop dribbling – ed*) are saying the critics were wrong and it's fab. And here at *AA* we darned well agree!

The film is a kind of comedy thriller, starring a reasonably clean-shaven Bruce Willis as the eponymous hero, a cat-burglar of international repute who is released from prison with the intention of going straight, only to be blackmailed by his parole officer into turning to crime.

The ensuing plot involves a machine for turning lead into gold, various criminal groups including some yuppies, the Merryweathers (played brilliant by Richard E Grant and Madonna's chum Sandra Bernhard), a gangster called George Caplan, the Vatican Organisation (a bunch of nuns), and a bunch of CIA agents with chocolate bar codenames (Snickers, Kit Kat, etc).

Yep, it's silly with a capital 'silly'. Bruce is aided throughout by his mate Tommy Five-Tone and a gnarly nun babe (Andie MacDowell). Bruce and Tommy sing old-time songs to time themselves whilst doing their heists, and computers get a bit of a look in with constant references to "playing Nintendo". And there's a couple of gangsters called (ahem) the Mario brothers.

WIN THE VIDEO!

Hudson Hawk is both exciting and very funny. You can hire it from your local video shop. Or alternatively you can win one of the FIVE COPIES we have up for grabs in this compo. You can't actually buy this vid in the shops at the moment, and it'd cost about £85 if you could. But thanks to our chums at Ocean software, you could win a copy in this easy-to-enter compo. Hurrah! So how do you enter? Simple. Hudson Hawk is the nickname of Bruce Willis' character in the film. He got the nickname because of something to do with living near the River Hudson and being a bit like a hawk.

But what's your nickname? Write it down, together with an explanation of how you came by that name, and send it and a photo of yourself to Hudson Hawk Nickname Compo, Amstrad Action, 29 Monmouth Street, Bath, Avon BA1 2DL. The five most bizarre or amusing entries received by April 10th 1992 will win their owners a spanking new copy of the video.

● Compo rules :

(1) Adam and Rod aren't allowed to enter (Spotty and Fungus Face are crap nicknames anyway).
(2) The video is a 15-certificate – if you're under 15 check with your folks before entering.
(3) Feel free to make a nickname up, but keep quiet about it.
(4) The editor's decision is final, so no arguing.



● Hudson in a car. Wearing a hat. Driving through San Francisco or, er, Chicago.



● Does this look familiar? It's that crawling along a rope bit from the start of level one.



● Oof. Hudson in a violent mood (and cool glasses) hurls a baddie at a phone box.



● Hudson on a stretcher, being pulled along a freeway at high speed. Very irresponsible.

SPACE CRUSADE

GREMLIN ■ £10.99 cass, £15.99 disk



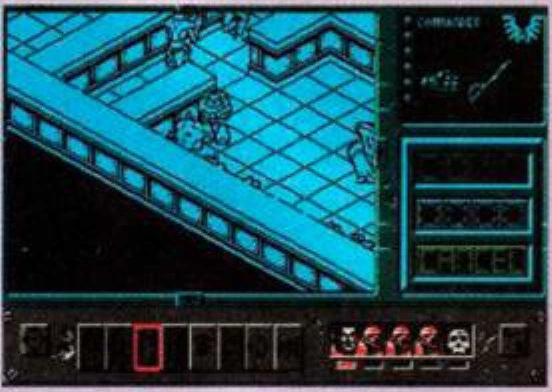
To celebrate the release of this brilliant sci-fi role-player, those nice people at Gremlin Graphics sent us a copy of the original board game to play with when we're supposed to be worki... er, when we've got a bit of free time. It turned up in the morning post in a big brown wrapper, and there was a mad scramble as we ripped the parcel open, tipped the contents of the box on the floor and set to work.

We put together the playing pieces, armed the little men and sorted through the cards, punched out all the die-cut counters, counted the dice, joined the different sections of the board, assembled all the scenery, put the little men in their stands, selected a mission, and then... er, then it was time to go home.

Space Crusade the boardgame is fab, no question, but there are a couple of minor problems with it. Firstly, the fact that it takes the best part of a week to set up (and even longer if you plan on reading the rules). And secondly, there's no one-player option, which means you can't play it when you're alone in your room and supposed to be doing your homework. *Gah!*



● The mission begins. The marine dudes leap from the landing claw, ready to kick alien butt.



● When someone's about to explode, we get an isometric 3D view of it happening.

> **SECOND OPINION**
> ***"A great game. I much preferred it to the swords-and-sorcery of Hero Quest. Laser Squad is still the strategic role-player to beat in my books, though."***
> ***Rod Lawton***

But worry not, dear readers, such is the miracle of microchip technology. *Space Crusade* the computer game traverses both those niggling little problems. The scenery assembles itself and the computer provides a more than adequate inhuman adversary. Hurrah!

If there are any complaints to be made about *SC* they'd probably revolve around it being a bit easy. A committed gamer will finish the twelve missions within a reasonable period of time, most of them at the first attempt.

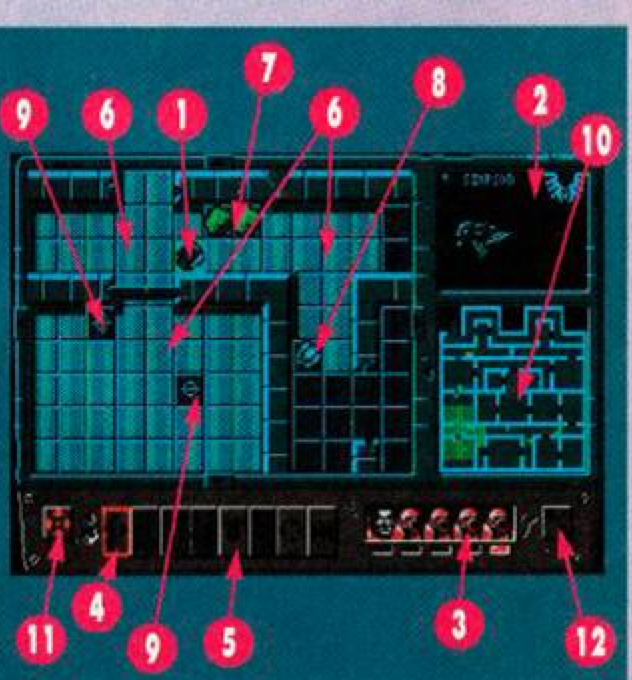
The covertape demo lists the "exalted rank of Captain Senioris" as the target for the *SC* player. Sorry, but yours truly managed that within two hours (and three missions). And that was with completing the missions properly. Never mind the secondary missions, you can get away without finishing the primary ones. Just shoot a few aliens and you'll have enough points to gain those galactic jelly tots (honour badges).

Having said that, *Space Crusade* is clearly a Mastergame. Even if you do finish all the missions, you'll still go back to them (whilst waiting for that expansion kit to appear), because these games have a level of involvement about them sadly lacking in most games today.

The sound (for 6128 owners at least) is brilliant, the graphics are wonderfully detailed (the stylish Mode 1 stuff we expect from Gremlin),

What's going on?

Here's a sample screen. We're in control of the marine (**1**). His name/weapon are indicated top right (**2**), and he's also highlighted in the window at the bottom (**3**). He's selected 'MOVE' (**4**) from the control panel (**5**), and the squares he can move to are those ones highlighted on the screen (**6**). There's some boulders (**7**) and an identified baddie (**8**). Some other baddies have yet to be visually clocked, so they're still unidentified (**9**). There's a map bottom right (**10**), with combat dice rolls and alien info also appearing in this window. There's also an icon you can click on (**11**) to let you use the joystick to survey the complex (it's quicker than using the arrows at the sides of the main window). We don't know what the other thing (**12**) does.



On the panel tonight...

The panel along the bottom of the screen contains all those wonderful actions you'll want to get to grips with. These are they:



MOVE Click on your chap then click on this. The bright squares on screen are the ones you can move to. Click on the one you want to visit.



FIRE Similar to 'MOVE' in operation. The numbers in the map box are the relevant dice rolls. Try not to shoot a team-mate by mistake (ahem).



HAND-TO-HAND Use this when standing next to a baddie (not diagonally). Be careful though – if (s)he overpowers you, you're dead.



COMMANDS Can only be used at the start of your go. Each command can only be used once. They do things like let you move/shoot twice in one turn.



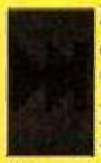
BOMBS These can only be used once. One is defensive, the other is used to wax baddies in hand-to-hand combat.



DOORS This lets you open or close doors. In most missions you have to be next to them. In some you don't (and you can crush foes in closing doors!).



RADAR Shows all the bad guys within a certain radius. But only as dots, you need visual contact to find out what they are.



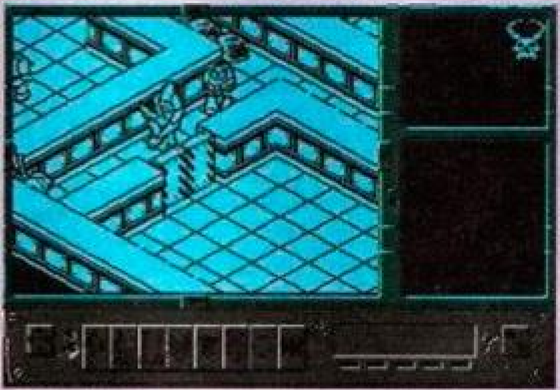
END OF TURN Click on this to end your go. Then settle back and let the baddies do their worst. It's too late to change your mind now!

FIRST DAY TARGET SCORE

Complete two missions



● O'Connell is blasting away. That '33' (the maximum score) bottom right suggests he's probably waxed the little bug-eyed creep.



● 'Ere, I'll just creep up on this little scorpion-headed SoulSucker and go "boo!". He'll be scared to come near me again.



● Woooo... things are looking a little dicey here. There's ten of them and, er, one of me. Luckily, I'm dead hard (hopefully).

and tactical thought rather than finger-power is the necessary pre-requisite.

The dice rolls add a little luck to the proceedings. We don't really know what's going on as far as the dice bit is concerned, but that's only because we haven't looked at the manual. The fact we can get into the game without having glanced at said hefty tome is in itself a tribute to the quality of the game.

Like its predecessor *Hero Quest*, *SC* is an overhead-view tactical game with arcade sequences for the bits that go bang. Read the box-outs on these pages, play the covertape demo, and if you don't immediately rush out and buy the thing then you're either very poor or completely daft.

Adam

SPACE CRUSADE VERDICT

GRAPHICS............ 93%
Totally bodacious four-colour art. Very detailed.

SONICS................ 64%
A few explosions and footsteps and things (6128).

GRAB FACTOR....... 94%
You raced home to load the demo, didn't you?

STAYING POWER... 78%
You'll finish this. (But you'll still want to play it.)

RATING 91%

Space Crusade is a game and a half. Hero Quest with laser guns - you can't go wrong, can you?

MISSION TO INFORM

There are twelve different missions in *Space Crusade* (you'll find the first one sellotaped to the front of this ish). Each one plays the same way. The differences come in the form of twelve different spaceships (ie map layouts) and twelve different objectives (though most just involve blowing up something/someone). Oh yes, and the baddies get harder and more abundant as the mission numbers rise.

You can select any mission you like. There is no set order in which you have to complete them, and none of that 'you can't go on the final mission till you've finished the other ones' rubbish. Here's the (primary) missions in brief...

1 **SEEK AND DESTROY** This is the one on the covertape. You've got to find a Dreadnought (a very nasty ED 209 style robot) and blow it up. This is one of the hardest missions of all, since it's the one of only two in which the objective isn't marked on the map. You've really got to look for the thing!

2 **ELIMINATE AND SURVIVE** Kill lots of aliens. In a one-player game you've got to wipe out the five Chaos Marines. These are on the map. They're just round the corner from where you start the game. This is very easy.

3 **DISABLE ALIEN VESSEL** Go to where the engine is and blow it up. By the way, there's around 20 million aliens guarding it! This is not so easy.

4 **LOCATE AND RESCUE** Grab a brain and run off with it. This is very similar to mission three.

5 **LOCATE AND RETRIEVE** Brains you rescue, experimental weapons you retrieve. A third opportunity to leg it to a target, get shot at a lot, then leg it out.

6 **PURGE AND WITHDRAW** The title could have been better phrased; this one involves running to an outer door, opening it and running away again before being engulfed by the vacuum. You're about twice as fast as the vacuum. Baddies galore, but pretty easy.

7 **INTERCEPTION** The easiest mission of the lot. Shoot 15 aliens (if you can find that many!) and leave.

8 **EXTERMINATE** Kill some Soulsuckers (ten in a one-player game). These guys are nasty and quite hard to kill.

9 **LOCATE AND EXTERMINATE** Tricky. Find some Soulsucker eggs (they're not on the map) and destroy them. What do you reckon the chances are they're being guarded by some Soulsuckers? Hmm...

10 **SABOTAGE AND WITHDRAW** Similar to mission six, but with a greater number of hard baddies (androids) in it.

11 **DESTROY ALIEN SHIP 17** Activate the self-destruct in the control room. Similar to missions three, four and five.

12 **DESTROY CUBE OF CHAOS** Yet another run in, gunfight, run out one. This probably isn't the hardest mission, but there's so many baddies in your way that it is pretty darned tricky to reach that Cube.









● Yikes, it's the infamous Chinese punk rock band, Fat Blokes in Pyjamas. Yo mad violent dudes, let's paaaarty. (Cue swift exit.)

● Haaie! These blokes have got big swords. Luckily I just popped into that shop on the left and bought one myself. Ha, Samurai dudes!

● It's the Level One guardian, that singer bloke out of Guns 'n' Roses (possibly). Wax this dude and a short bloke with a stick appears.

DOUBLE DRAGON 3

STORM ■ £11.99 cass, £15.99

It's the latest instalment in the *Twin Peaks* of arcade beat-em-up series. Think up a plot for yourself (be sure to include all the following; a gang, some zombies, a girlfriend, a power-crazed tyrant, and something to do with pyramids). Here's what you have to do...

Kill the bad guys. There are six levels, the first of which is set in New York. Once you've punched your way through that some short Chinese wrinklie dude appears and mutters something about some stones. Ignore this. There is only one thing you need to know, and it is this:

Kill the bad guys. There are five stones hidden in different parts of the world (China, Japan, and three we haven't got to). These are supposedly 'rosetta stones'. There is only one rosetta stone. It was used by archaeologists to decipher Egyptian hieroglyphics. Never mind. Just...

Kill the bad guys. At the start of each level is a shop. Leap in. You've got ten coins to spend, and can take your pick from a veritable Fine Fare of buyables. These include 'extra guys (man)', which are most worth having, 'energy' (not as good but not bad), weapons (power punch and sword are good, the Chinese nun-chuckas are crap), tricks (you can do pirouettes – brill!), and exit (er, which is free). All of these help you to...

Kill the bad guys. A two-player game is a lot more fun, but there are of course the problems you normally associate with two player games; waiting for your 'mate' to wax his lot before you can move on, and the mad frenzy of Fire button-pressing on entering the shop (you have to share the ten coins!).

Kill the bad guys. The graphics are very nice. The Speccy-style scenery is livened up by the brightly-coloured geezers who patrol it. The sound is good. The moves, particularly the pirouette, are excellent, though it's anybody's guess how you do them.

Kill the bad guys. You'll finish this game. How long it'll take you depends on your beatie skills, your patience, your commitment, and how joystick-hardened you are.

Kill the bad guys. Beat-em-ups are mindless, pointless, skill-less, joystick-detroying, brain-numbing, totally worthless, tripe. But if you like mindless, pointless, skill-less, joystick-destroying, brain-numbing, totally worthless, tripe, you'll find few better sheep's stomachs than this one. Well done Storm.

Adam

FIRST DAY TARGET SCORE

Wax the Japs





● Well that's not exactly fair is it? That chap's got a motorbike and we haven't. Time to practice a star float (ho hum).

SECOND OPINION

"At first sight DD3 looks a bit creaky and sluggish, but when you get into it it's really rather enjoyable. The graphics are nice, too."
Rod Lawton



● Wooh! It's the end of Level Two – there's Frank Sidebottoms and kinky leather kids everywhere.

DOUBLE DRAGON 3 VERDICT

GRAPHICS............ 82%
Pleasant to look at, though more colours would have been nice.

SONICS................ 71%
Sounds as exciting as a real life punch-up!

GRAB FACTOR....... 81%
Beatie fans will get to grips with the action straight off.

STAYING POWER... 81%
Six different sets of baddies will keep you glued.

RATING 81%

We've seen it all before, but Double Dragon 3 is very professionally done.

Silly plot of the month



All right, pay attention, here comes that *Double Dragon* plot in full...

Once upon a time, in a galaxy far, far away (New York, about four years ago), there lived a young man called Billy Lee. And he had a girlfriend called Marian. And a brother called Jimmy. And his girlfriend was kidnapped by a gang. And Billy and Jimmy killed the gang and rescued her. And that was *Double Dragon*.

But one of the gang members had survived, and went to Tibet to raise his friends from the dead (as you do). And they kidnapped Marian again. And killed her. And so Billy and Jimmy had to kill the gang all over again, and then take Marian's body to Tibet to resurrect her. And then have a fight amongst themselves to see who could snog her. And that was *Double Dragon 2*.

But they were friends again the next time Marian got kidnapped. The kidnappers (presumably a different gang, unless something else happened) demanded some stones they could rule the world with as a ransom. So, after a bit of meditation, the Lee Bros set off to get them (in *Double Dragon 3*). "Boing," said Zebedee, "time for bed."

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YOWZER! Win a Miracle keyboard! See page 16!
QUICK! GET HIM OFF!
... But you'll have to move fast
Hang on, I thought we just took issue one and changed all the titles so we could take two weeks off!

Cheat Mode

Got well and truly stuck in your favourite game? Then this is the section for you! Brought to you by cheating expert PHIL HOWARD, it's packed with cheats, hints, tips and solutions for tons of games...

● Pokes are short programs which modify games when they load to give you extra lives, ammo etc. You'll find them on the covertape– instructions on how to load and use them are on the following page.

● Multiface pokes are quick cheats for those with Romantic Robot's little black box.

● Keypress cheats are often put in by programmers so that they check the game before it's released.

● Passwords and solutions are sent in by dedicated gamesplayers everwhere.

If you've got some cheats or hints for a game, send them in! If they're printed, you'll not only get a mention in the magazine, but also maybe win a £25 mail order voucher, which you can use against any of the items in our special offers pages.

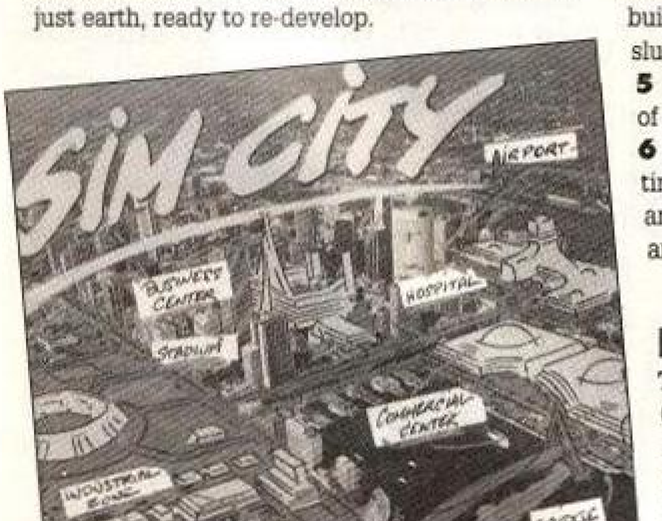
The address to write to is: Cheat Mode, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW. Get cracking!

SIM CITY

VOUCHER £25

Megalomaniac Andrew Stewart of Bridgwater has been busy developing with *Sim City* and has come up with a few ideas on getting rid of the waterways that get in the way, plus some extra hard earned tips.

1 Build a city or load an old one.
2 Use the tax cheat method to get a load of cash (put taxes up in december to 20% then down to 0% in January) $100,000 is more than enough for most landscapes and you will still have plenty of change to start a city off again. (Be patient.)
3 Demolish the city completely (good fun, but save park and trees as these can be used later).
4 (The expensive bit) Cover all the lakes, coves and rivers that you don't want with road bridges.
5 Put the transport funds down to 0% and the bridges will start to fall apart.
6 When the bridges have turned to rubble (which takes ages) you bulldose all the rubble, under which there will no longer be any water, just earth, ready to re-develop.



Tips on making huge Cities:

1 Keep count of the number of each type of zone. This helps you to balance industry, commerce and residence (industry + commerce = residence). Also you can find out how many zones you can have before they start demanding things like stadiums and airports.
2 Check how many zones you have in total, so that you can get a rough idea how many can be powered by one power station (Nuclear 130, Coal 50 ish) Coal gives off pollution so use Nuclear where possible. This saves building zones and not having enough power to use them. When you do need more power stations create a separate power network to prevent brownouts.
3 Build in 3x2 blocks with 2 commercial zones and 4 residential, then build 2 industrial away from them (keep complaints about pollution down). On 2 sides put a road right beside the block. On the opposite sides leave a gap for rail, then put road branches to each block. Do not put rail links to every block, just join the commercial/residential to industry and put a few lines where traffic is bad.
4 Keep industry separated from the rest or pollution will cause people to move away (you can build some residential nearby, this will act as slum and stop house prices getting to high).
5 Build plenty of Parkland, it raises the value of the land and keeps crime down.
6 Try to keep your balance above $1000 at all times, things like fires take you by surprise and you need some cash to deal with them, and stop a catastrophe.

F-16 COMBAT PILOT

VOUCHER £25

Tomas Kis (Terrific Tom) of Chatswood, New South Wales in Australia is a couple of months behind us reading *AA*, it's taken a while Tom, but here, in all their glory are your tips for Digital Integration's *F-16 Combat Pilot*.

Take off: The quickest way to get airborne is to put the wheel brakes on, then to open the throttle to 80%. Release the brakes and open the throttle to 100%, then use afterburner. If you are doing missions where you end up destroyed by SAM missiles and enemy aircraft, then, when taking off, climb to under 500 (where the early warning radar and aircraft can't pick you up). Although you'll burn more fuel, flying at 634 knots with 100% dry (no afterburner) power should do the trick.

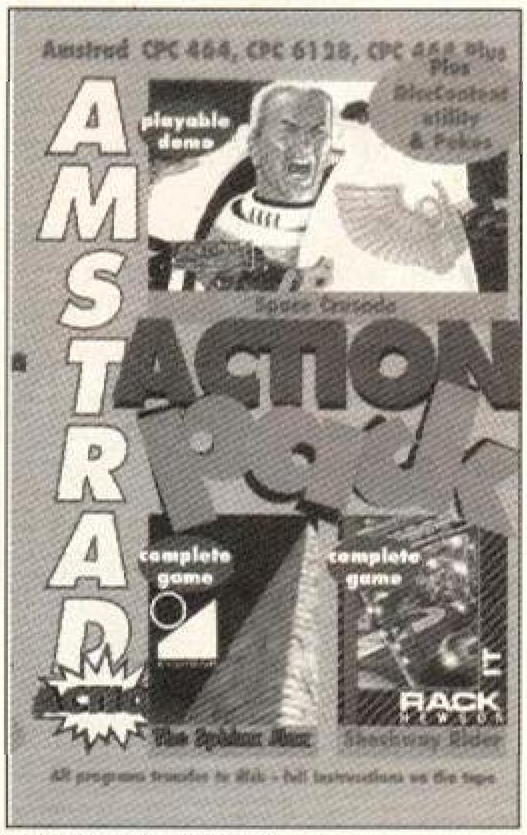


Operation Conquest: The best way to get anywhere in Operation Conquest is to do as follows:
1 Choose your targets – 4 or 5 targets on the map along the battle front.
2 Arming – Arm the F-16 with 12 AGM-65E laser guided mavericks, 4 AIM-120 along with a belly fuel tank.
3 Tactics – Fly below 500 ft.

To reduce enemy morale and strength it helps if on the occasional mission you concentrate on one target. Choose something major, say a military base, also choose something fairly minor to waste the remainder of your Mavericks. Every now and then climb to 5000ft and blow away some Migs.

Landing: Don't use the ILS landing system if you are not doing an air intercept mission. If you do the auto land will take you up to 1000 ft and enemy radar can spot you. Write down the grid refs for all friendly airports, when you have finished a mission look at your moving map grid numbers. If your co-ordinates are 50.12 and the nearest airport is 60.01, fly to 60.12, then turn around until you are facing straight down and flying towards 60.01. Now use the ILS beam to line up the centre of the

COVERTAPE POKES



THIS IS HOW IT WORKS. The pokes on the covertape are described below. Also below are Multiface equivalents, for those who own one of Romantic Robot's little black boxes. Want to know how to use the pokes on the tape? Follow these steps...

1 Load the poke you want from the covertape into your computer.

2 Take out the covertape and put in your game tape or disk.

3 Type |DISC if you are using a disk poke.

4 Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)

You should find that the game will load normally, or you will be given instructions what needs to be done.

THIS MONTH I've had about a billion requests (well, five or six) for games that first saw the light of day a couple of years ago, and are now hot on the budget list. So, just in case, you missed them the first time...

SHINOBI

This poke gives you infinite time, lives and magic in this martial arts kick-em-up.

● Multiface poke

ADDRESS	POKE
0F62	00
1407	00
3743	C9

DRAGON NINJA

This poke gives you infinite lives.

● Multiface Poke

ADDRESS	POKE
1D57	A7

WEC LE MANS

Can't reach the checkpoints in this classic racing game? This poke gives you infinite time...

● Multiface Poke

ADDRESS	POKE
1345	00

RED HEAT

Great film, wasn't it? Not so sure about the game, though. Still, here's infinite energy and bullets if you're still stuck.

● Multiface Poke

ADDRESS	POKE
4CEC	00
560B	00
5612	00

AFTERBURNER

Eeeooowwww... dakka dakka dakka... well, anyone can daydream. For all you novice pilots out there, this poke gives you infinite lives.

● Multiface Poke

ADDRESS	POKE
20A7	3A

CONTINENTAL CIRCUS

This is one of Adam's all-time favourite games. Just in case you're no good at it, though, the poke gives you infinite continues...

● Multiface Poke

ADDRESS	POKE
2763	00

CABAL

Not a bad little game this – especially when you've got infinite lives!

● Multiface Poke

ADDRESS	POKE
1972	00

SILKWORM

This otherwise excellent shoot-em-up is a bit tough without infinite lives.

● Multiface Poke

ADDRESS	POKE
4D69	00

RAMBO 3

Don't push me! Well, you can push him as hard – and as often – as you like, thanks to this poke for infinite continues.

● Multiface Poke

ADDRESS	POKE
1BA6	00

OPERATION WOLF

Infinite lives should get you that little bit further in this classic Ocean shoot-em-up

● Multiface Poke

ADDRESS	POKE
2C81	A7

runway. When you are about 10 miles out and in the beam reduce your thrust to 87%. When 6 miles out slow to 230 knots and lower your landing gear. As soon as you see the runway clearly follow the horizontal ILS beam to touchdown.

Dogfighting, enemy aircraft and SAMs: When an enemy shows up on your radar, switch the UFPC to air target, and the MFD to air to air mode. Check his range, and if under 12 miles chose the Sidewinder, anything above that use the AMRAAM. As soon as you lock on fire the missile, then turn away and release chaff and flare. If SAM or air to air missile is behind you, turn (if you can) to face it. Then turn left 30 degrees, the quickly turn 20 degrees more. Continue to do this for a while. If the missile is behind you, invert (upside down) and push the stick back. Alternatively stay level and do a loop so that you are facing the missile, then do the above manoeuvre. This may not always work, if the missile is still after you listen to the alarm bleeps (shorter the closer), when it is very close turn HARD up-left or right.

Attacking a ground target: Put your radar in air to ground mode. Set up the UFPC to Waypoints and select the Maverick. Wait until the target is on your radar and decrease your thrust to 88%, then use the air brakes to slow down to about 350 knots. When all targets are destroyed change to next Waypoint, go into full military power (100% without burner), turn slowly towards new heading and use the rudder to quicken the turn.

In general: Don't worry about SAMs at low altitude, just release Chaff and Flare, then bank side to side. At high altitude (also for air to air missiles) Try to mentally imagine your position and that of the missile, then fly to a position where the missile cannot turn to follow eg. do a full loop while releasing chaff and flare. Be careful of blacking out while banking or doing continuous loops, the missile might get you. When you encounter engine failure, you will notice that your AoA (Angle of Attack) is no longer limited.

Always write down the co-ordinates of targets and runways, just in case of computer failure. Here's something interesting, while flying, put your UFPC into airport mode and press the T key on the keyboard!

TURRICAN 2



Chris Underwood of Worle has a pretty slick set of stuff for *Turrican 2* tips for the hardened game-players and a keypress for the *rest of us:*

Keypress

Get a hi-score – finishing level one is usually enough. Fall down the holes on level 2 until you get the Game Over message, but don't continue. Enter your name as WIMPON and press return. The border should flash briefly, start the game and press the CTRL key to move to the next level.

KEYPRESS CHEATS GALORE!

Continuing the theme of re-released games here are a few keypresses to make your going a bit easier on the budgets – long standing readers of *Cheat Mode* look away, they've all been in before . Thanks to all who sent them in, including Jo Wrigley of Newcastle-Under-Lyme, Henry Felton of Whitchurch, Marc Smith of Abbey Hulton, F. McGee of Dublin, Craig Brewin of Loughborough, M. Till of Fleet, James Brisco of Willesborough, Simon Moody of Warsop, Stephen Best of Woodborough, Gary Cheshirem of Putson, Paul Griffiths of Bangor, Omar Youssef of Armagh, Stewart Campbell of Glasgow, Paul Reeves of Liverpool, and Owen Nichols of Pencarrig...

NEW ZEALAND STORY: Press FLUFFY slowly on the title screen and you will get infinite lives then Return to move level.

P-47 THUNDERBOLT: on the hi score table type ZEBEDEE for infinite lives then pressing L will increment the level.

CHASE HQ: re-define the keys SHOCKED, then at any time press 1 to restart, 2 to move to next level, 3 for end game display, 4 for an extra life.



BATMAN - THE MOVIE: Press ED209 to advance a level.

THE UNTOUCHABLES: Enter HUMPHREY BOGART into the Hi-score table, then pressing 9,6,3 . and right arrow, on the keypad take you to the next level.

IMPOSSAMOLE: Pause the game with H then press the keys MOLE and H at the same time to put your energy to maximum.

MIDNIGHT RESISTANCE: On the title screen press the keys NRG to turn on the inf. lives, also CTRL will kill the end of level baddies.

Tips

1 Fall down the second waterfall. When you get to the guardian try to stand on his cannon and shoot him in the head. It sometimes helps to let off the superweapon.

2 Look out for squelchy Melobs. If one does come close, it will almost certainly kill you unless you transform into the gyroscope. Let off the superweapon to get the guardian. Then get under the highest point of the laser's bounce, dodge the indestructable things that crawl along, and shoot about booster height.

3 Put on your wetsuit because you're in for a swim. The guardian is easy to kill; either crouch underneath and use surround, or stand on top and point surround downwards. Its the bit the big laser blobs come from that you need to hit.

4 When you get to the the bit where the leaves blow about, jump when they blow for an extra big jump. The guardians guns need to be destroyed before you can shoot the green blob in the middle. Be careful to stand back and avoid being headbutted.

5 Dodge the landscape, then kill, kill, kill. The guardian is simple, get as close as possible then hold Fire. Two eyes will escape each time, when the activity stops press Return to smart bomb them.

6 You have no control over the landscape at all, though it may seem as though you do at first. Let it take you along and try not to die too much (use the cheat if necessary). The guardian is too fast to keep up with, but do your best to hit between the cannons.

7 Speeeeeeeed up to faster than light (so it seems), Where the course changes, try to go down this (you get most 1up lives). Gun the guardian when he stops and opens up.

8 This level is a biggie! Turn into the gyroscope mode frequently and hope for the best. There are many hidden holes, that look like bricks and can only accessed in gyroscope mode. After lots of rolling you will come across a puny dragon, who will try and blow you into spikes and burn you. Crouch very close to it and use surround. There is a hidden exit just after the dragon.

9 Find that exit – the guardians will keep coming after you, so either charge through them or shoot them in the eyes, Multiple helps.

10 Work your way upwards, be slow and careful, and watch out for for the hands that shoot out of the wall. There is no guardian.

11 This is the one! Find and touch a flashing power-up square and you will find out why they are called power ups. Kill the big guy by shooting him in the face.

GARFIELD

Martin Faulkner of Gosforth has supplied the complete solution to to the game.

Go left and through the door at the top of the screen. **Go right from here into the garden and continue right until you see the garden shed behind you.** Go through the door and take the SPADE. **Go left and continue all the way through the house until you get to a room with a RUBBER BONE.** Drop the SPADE and pick up the RUBBER BONE. **Go as near as you can to the pet flap (far left) without bouncing off it.** Drop the RUBBER BONE and wait for Odie to come into the room. When he arrives to get the bone, the pet flap will open and he will bounce around. **Kick Odie, take the RUBBER BONE (you should eat it – if not wait around until you do – that's when your hunger meter goes down).** Take the SPADE and go left as far as the hardware Store. **Go into the store and drop the SPADE.** A wad of CASH will float down. Take it, and go to the Health food Store (left from the Hardware Store). **Go inside and drop the CASH under the cash desk. Some SEEDS will float down.** Make sure you don't eat them! Pick them up and go left until you come to the Park. It has a purple (green if you have a green screen) door with vines. **Drop the SEEDS next to the door.** Go back inside the House and carry on walking until you come to the room with the ANISEED BALLS. Take them and you will automatically eat them. **Go right, pick up the TRAY and go right again.** If you are a bit tired, drop the TRAY and pick up Jons COFFEE (you can't actually pick it up, you just drink it.) **Pick up the TRAY, and go right until you drop into the cellar (it doesn't matter if you eat the TRAY – that's why you picked it up!).** Keep going right until you see a pair of eyes – this is Nermal (You won't be able to see him because its dark – you could get the TORCH, which is on the TV, but this is the short cut!) Kick Nermal, and he'll run to the left, go left until you can see properly again. **Wait for Nermal, then kick him again.** Wait, and kick him yet again. This time he will release a CLOCKWORK MOUSE which you should pick up. Go back to the Health food Store and drop the MOUSE. Some SPINACH will appear. Take this to the RAT in the CELLAR and drop it next to him. **The RAT will eat it and sit in the corner looking full.** Go left until you are next to the chest and kick it. Take the BONE (you eat it!), then take the KEY to the City Pound. **Go back to the Park Entrance, go inside, drop the KEY, go outside again. Pick up the SEEDS, go back inside drop the SEEDS and pick up the KEY.** A bird will fly past. Jump at the right moment so that it carries you along (Make sure you have the KEY). Jumping at the right time is tricky, if you fail pick up the SEEDS and drop them again, the Bird will come again. **You will be dropped at a new location. Go through the door, drop the KEY and You have rescued Arlene and Completed the Game!**

VOUCHER £25





Balrog

Yes, it's your favourite demonic monster, the Balg, bringing you all the things necessary to keep an adventure alive in today's world – maps, clues, letters and lots lots more! Plus, of course, Part 2 of the GAC tutorial. Have you started your own adventure yet? No? Well what are you waiting for...?

Balrog's Postbag

Greeting oh mystical monster!

(*Oh no! Not another letter from Dragonfoot! – Balg*) Tooken strange of Littlebed has requested that I delve into thy nature more fully, so I have

GAC programmin

Now, either my previous two *GAC* articles were so well written that no-one had any problems at all or no-one cares! (*sob! – The Balg*) So this month I've decided to move away from our bank adventure (which I will use every now and then for examples) and continue explaining the intricacies of *GAC*...

This month we'll look at the graphical capabilities of *GAC*...

Drawing graphics in *GAC* is very simple and easy to master and can improve your adventure greatly. Adding graphics to an adventure is good fun, too, as you can see the results take shape before your very eyes.

Press 'G' from the main menu to enter the graphics section of *GAC*. On the screen will be a rectangular window, a compact menu below and a question 'Which picture number?'. Press '1' and press ENTER – the question will disappear and cross-hairs will appear in the middle of the window.

You can move the cross-hair around one pixel at a time using the arrow (cursor) keys and for rapid movement (of 8 pixels a time) you can press the cursor keys in conjunction with SHIFT.

Graphic commands:

arrows — **Cursor**
Move the cross-hair around the screen.

SHIFT arrow — **Cursor**
Move the cross-hair around the screen quickly.

ESC — **Escape**
Change picture number or press again to return to main menu.

D — **Dot**
Place a dot on the screen.

DEL — **Undo**
Take back last command – e.g. if you just pressed D for a dot then pressing DEL will delete the dot. In the top right hand side of the screen is the word 'LAST', which tells you what your last command was.

COPY — **Pen**
Puts pen on/off paper – press COPY once to start a line and then move the cross-hair to where you want the line to terminate and press COPY again. If you look at the pen on the right hand side of the screen you will know when your pen is up or down on the 'paper'.

I — **Ink**
Change colour of 'pen' – On the left hand side of the screen is a set of number (0 to 3) followed by coloured squares. These are the colours of the various inks you can use. When chosen the pen on the right of the screen will change colour to the one you have chosen.

F — **Fill**
The fill command can colour-in a section of the screen with up to two separate colours (chosen using the S command). The fill routine is very fast but not very good with irregular shapes – these shapes may need several 'fills' to colour in completely. See the diagram below for more details on how the fill routine works. Note that you can only fill any area of solid colour not shaded areas, as, due to their composition, you will only fill one pixel.



Case A: Only this part filled — Case B: All filled

+ cursor position

The area filled is worked out by the fill roußtine checking up and down from the cursor position until it hits something, giving a horizontal band of colour.

S — **Shades**
Used to determine what colours you want to fill with – if you want a solid colour then just press the ink number twice. You only need to re-do the 'S' shading command again if you change the colour. If you have several FILLs the same colour there is no need to re-type 'S' in between them.

C — **colour**
Change your choice of colours used in four colour 'inkpot'. First choose which colour ink you want to change and then you will be asked for two letters taken from the table below.

prepared a few questions and I would be honoured if you would answer them... (*Ahhh!... STOP! – The Balg*)

Ainsbrith
Sage of Dwarn Front

Look, I'm sorry, Tooken, Ainsbrith, or whoever you are – if you want to ask me questions you'll have to come to see me in person (50th Dungeon Level, Moria) or send some payment (pref. in gold) and a return address!

Tape PD?

I am writing to you concerning a letter you printed in issue 71, "Good Adventure?", where you said "if you want to try some cheap adventures, send a disk and a couple of pounds to Debby Howard". Great! But I haven't got a disk drive so could you recommend some fairly cheap (and easy) adventures on tape...?

Paul New
Earlston

Debby also has a selection of PD tapes in her library so don't worry if you haven't got a disk drive, just write to her at 10 Overton Road, Abbey Wood, London SE2 9SD and enclose a stamped self addressed envelope and she'll send you the details.

Solutions to games wanted?

I have solutions to *Hollywood Hijinx, Sorceror* and *Scapeghost* – would you like me to send them to you?...'

Gwynn
Llandre

As a rule I don't print solutions, but if you wouldn't mind, send them in anyway – I can always use them for clues as well as for the 'help' section.

The reason I don't print solutions is I think they take up too much space and can spoil a game (it is very difficult to avoid 'cheating' if you have a full solution in front of you). However, the Balg listens to his readers and if enough of you want solutions printed in AA then I will oblige – we could have a 'Solution of the month section'. Write in and tell me what you think!

Where do I get the games?

I want to start adventuring – I love your pages in *AA*, they are an inspiration but there is one clue you don't ever put in your cluepot – where can I get hold of the games? My local computer shop has never heard of any of them. Please help! I'm desperate!

Mrs B Glass

Start by looking at the review of a game you want – there should be an address to buy it from. I make a point of including the address of the company which makes the game (pre-AA50 is another matter however as the Pilgrim often didn't print the address for some reason). Note – don't write to Recreation Re-created, as itno longer exists.)

However, here is a list of the major suppliers of adventure software to the Amstrad:

Adventure PD:
Cheap and often good quality PD adventures – large selection.
Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD. Tel: 081 310 9877.

g tutorial: Part 2

SPACE: black
R: bright green
J: cyan
B: bright blue
T: bright cyan
L: yellow/brown
D: magenta
V: pastel green
N: pastel blue
F: bright red
X: gold
P: pink
H: bright magenta
Z: white
I: green
A: blue
S: sea green
K: sky blue
C: red/brown
U: lime green
M: white/grey
E: mauve
W: pastel cyan
O: orange
G: purple
Y: pastel yellow
Q: pastel magenta

If you change ink 0 to BB then the background ink will turn bright blue (0 is background, 1 is text), however AI would produce a background flashing between blue and green. Experiment with this command carefully, though – make sure you don't set ink 0 and ink 1 to the same colour or you won't be able to read anything!

E **Ellipse**
Draw an ellipse (a squashed circle) on the screen – useful for drawing clouds, suns, moons, holes in the floor etc. Of course, it can also be used for drawing a circle if you get the proportions right. Press 'E' again when you have moved the cross-hair to where you want the ellipse to finish.

R **Rectangle**
Draw a rectangle.

Editing pictures

The CTRL key and the cursor keys will step you backward and forward through the picture step-by-step so that you can insert things half-way through.

CTRL-left	takes you back one command (similar to DELete in that the last thing disappears, but it is not deleted).
CTRL-right	takes you forward one command.
CTRL-up	takes you forward five commands.
CTRL-down	take you back five commands.
SHIFT-)	deletes everything from this point in the picture to the end.
W	Draw the whole picture back again.

One other very useful feature of *GAC* is that of merging pictures – for instance you may find that in your adventure you have a single basic cave shape, which you want to use in many of your pictures, but details differ. It is possible to insert a picture already created into the picture you're in by pressing 'P', typing the number of the picture you want to include, and pressing ENTER. This is then drawn over the top of anything there. (It's usually best to merge at the start of the drawing process – you can then draw around the merged picture).

Finally, to actually allocate pictures to various locations you must move to the rooms menu and change the picture at that location to the picture number you have drawn on the graphics menu.

Several bits short of a full tutorial...

Arghhh!! It seems like last months GAC programming article got a little corrupted on it's 3-inch disk and the room descriptions and exits for the maze were chopped out completely! Here is the missing section so that you can play 'Bank Adventure' properly...!

Now let's add a maze – lets have the maze as a sewer complex beneath the High Street...

Room 5 'You are in a dank sewer. You can see daylight above. '
Connections: U 4 N 8 S 7 E 7 W 6

Room 6 'You are in a smelly sewer. '
Connections: N 7 S 8 W 5 E 6

Room 7 'You are in a slimy sewer. '
Connections: N 6 W 7 E 7 S 8

Room 8 'You are in a sewer. '
Connections: N 7 S 8 W 8 E 8

FSF Adventures:
Very good disk-only PAW games.
Larry Horsfield, 40 Harvey Gardens, Charlton, London SE7 8AJ. Tel: 081 858 1532

Level 9:
Excellent games and a wide variety of titles to choose from.
PO Box 39, Weston-super-Mare, Avon BS24 9UR. Tel: 0934 814450. Fax: 0703 331523

Atlas:
Small selection of Amstrad games of varying quality.
Mandy Rodrigues HBalg: 67 Lloyd Street, Llandudno, Gwynedd LL30 2BN. Tel: 0492 77305

Topologika:
Maker of very good text-only, disk-only games.
PO Box 39, Stilton, Peterborough PE7 3RL. Tel: 0733 244682

Wow Software:
Very large selection of Amstrad adventures of varying quality.
Joan Pancott HPilg, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Tel: 0305 784155 Any day - 1pm to 10pm.

Guild:
New company which is now selling all of Recreation Re-created's old games.
760 Tyburn Road, Erdigton, Birmingham B24 9NX or telephone 021 749 2585 (9 to 9).

Just for Laughs

Thanks this month to Daniel & Simon Philport, Adrian Forbes, Thomas Christie, Katharyne Allen and Philip Hodge for this giggle box of amusing responses. If you've encountered any funny responses in an adventure then send them to Just for Laughs, c/o The Balrog at the usual AA address.

Big Sleaze
- Swear
- Kiss your secretary.
- Go up the stairs in the police station.

Pawn
- Kick the princess while wearing the spikey boots and you can remove her dress.

Price of Magick
- Swear.

Rigels Revenge
- Try swearing or typing "yes", "no", "bloody hell" or "huh".

Shadows of Mordor
- Eat the salt in Sam's backpack.
- Push Smeagol off the cliff.

Very Big Cave Adventure
- Try swearing and then getting out of a room.

Bloodwych playing guide



Need some help with Mirrorsoft's brilliant role-playing adventure? Well then take a look at this giant bundle of tips...

1) Define the characters as if to play a two-player game as follows:

Player 1

Blodwyn	(Green fighter)
Sir Edmund	(Red fighter)
Murlock	(Yellow wizard)
Rosanne	(Blue archer)

(Strong and all colours (magic))

Player 2

Elfric	(Green archer)
Zothen	(Red wizard)
Sethra	(Green advent.)
Baldrick	(Blue advent.)

(Good equipment)

2) Get player 2 to drop all his equipment on the ground and then get player 1 to pick it all up as follows:

BLUE	=	Spare equipment (BEGUILE)
YELLOW	=	DRINK
RED	=	FOOD
GREEN	=	POTIONS & KEYS

Giving all the keys to one player frees three extra backpack slots. The money must remain spread out to purchase spells.

3) You don't need to kill player 2 – you can use them on level 2 (the 1st floor) at the far northern section to open the black doors.

Bloodwych combat

1) Before entering any combat get all the characters to prepare spells.

2) If any characters' hit points fall dangerously low then run to the nearest door and lock it behind you. Then just sleep until you are back at full strength and return to the combat.

3) Use long-range spells and bows & arrows at any monster which does not have long-range firepower (a small circle moving towards the party). Attack these monsters in close combat only.

4) If possible try and fight in a room with plenty of space, rather than a confined corridor or passageway. Then manoeuvre behind the monster and keep hitting; when it turns and faces you, quickly run and get behind it again – this way you will minimise the damage you take.

Traps, doors and switches

1) Doors are easily opened with the correct coloured key: Just touch the key and then the door with the cursor.

2) The regeneration chambers are the single rooms with a black door entrance (the walls have holes in them). Just move the party into one of these to gain hit points.

3) The 'blue buttons' are switches – when touched a section of wall will disappear/appear (Possibly unleashing a monster in the process!)

4) There is a passage on level one which turns you around half way along – to use it as a short-cut, just walk backwards along it until you see the turning effect and then move forward.

BASIC STARTER:

F = Forward	R = Turn Right
SR = Side step right	B = Backward
L = Turn Left	SL = Side step left

From your starting position go:
F, SR, F, F, SR, unlock door, F, F, F, L, open door (you should be able to see a monster in the room you are facing), kill the monster and collect its chainmail, F, F, R, F, collect chromatic key, B, SR, SR, unlock door using chromatic key, F, F, SL, F, SL, SL, F, F, F, F, F, L, unlock door and kill the monster behind it, F, F, F, L, F, F, L, F, pick up snake key, B, SL, SL, F, F, F, R, F, F, F, F, F, SR, SR, SR, SR, F, unlock door and kill monsters inside, F, F, F, F, SL, SL, open door, F, F, SL, click on blue switch...

Helvera – Mistress of the Park

£2 tape, £4 disk • Author Bob Adams • Available from: Joan Pancott, WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS
reviewed by The Hobbit

● The Balg, exhausted from exploring every nook and cranny of *GAC* as well as writing the adventure column, has employed one of the most infamous adventurers of all times – 'The Hobbit'. Throughout the history of adventure and fantasy, hobbits have been hardworking, likeable and tasty (*ah! whoops! Did I say tasty? Err, I meant tough, yep tough! – The Balg*) little individuals who always seem to escape the deadliest of encounters and traps and survive an adventure intact – hence it seemed a great idea to have 'The Hobbit' write for *AA*! Take it away Hobbsy baby...!

It's a sunny summer afternoon, so you decide to spend some time in a nearby park. Ahhh, fresh air, heart-warming sounds, tranquility, life's most precious treasures. Not a thing could possibly spoil your day... or so you thought.

After a few hours you notice it's getting awfully dark, and all of the other people have already made their way home. So, urged by a cold chill and a thin mist building up, you start to leave. Time, though, seems to have got the better of you, and the darkness around you becomes more intense.

While you're wandering around the park, chasing what shadows you can make out, you bump into an invisible barrier. You follow it round and round, but can't seem to find a gap to go through. Suddenly, lightning strikes, illuminating your surroundings for a split second. You think you can see the park-keeper's house to the north, but it seems so different now. It looks like an old Gothic castle, straight out of a horror film.

You don't have long to think about it, though, as the mist thickens and accelerates its way across the green, forming a dense fog. The fog swirls round and round, and it feels as if it is gripping your throat, making it hard to breathe. A few seconds later you pass out...

You awaken in a dank cell, and before you stands the dark, chilling figure of Helvera. She explains what happened, as in your current state you can't remember a thing. Then she lets you choose your own fate – either you die, or carry out a quest for her. If you succeed in the quest, you'll be set free.

Well, since you're in no mood to die right now, you go for the latter.

Your task is to help Helvera free herself from the curse which sets the life she leads, and transform her into an everyday normal person. To do this you must find six magical spheres, which are scattered around Helvera's domain, and place them on the golden altar. This task can only be performed by a mere mortal such as yourself, that's why Helvera cannot do it.

This is the second text-only adventure to come from the keyboard of Bob Adams (*Adventure Probe's 'Most promising author' – the Balg*), the previous one being the hilarious *Grue-Knapped!* (*Reviewed by me in AA68 and given an overall rating of 81% – the Balg.*) It also supports advanced commands like 'RAMSAVE', 'RAMLOAD' and 'Look behind/under'.

As you would expect, this game shows the same humour contained in *Grue-Knapped!*. Witty responses and unexpected happenings make sure of that. Original puzzles are also a factor in this game – they're not too hard but they'll certainly make you think. It's quite a small adventure location-wise, but Bob has crammed some great touches into the game so that each room is a surprise.

Overall, this is an excellent game considering the price asked. Great value and very entertaining indeed!

ATMOSPHERE	**79%**
INTERACTION	**78%**
CHALLENGE	**80%**
OVERALL	**82%**

Clue-sniffing with the Balrog

This month's selection of hints comes to you from Peter Clarke (Ipswich), Peter Knowles (Barnsley), Robert Squires (Hackney), Dyved the Black (Sancton), Adrian Forbes (Gourock), Daniel Philpott (Huntingdon) and Mayur Maha (Orpington)...



Thanks to all of them for sharing their adventure knowledge and wisdom with us all! Why not send some clues in yourself and see your name praised in black and white in these hallowed pages – go on! Just jot down a few clues from an adventure you've played and send them to Cluepot, c/o The Balrog, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.

Base

- You need the pepper pot to get rid of the dogs in part two. This is found in the hut but you'll need a torch to find it.
- The saucepan in the kitchen will provide what you need to pass the dogs in the courtyard.

Book of the Dead – Part 2

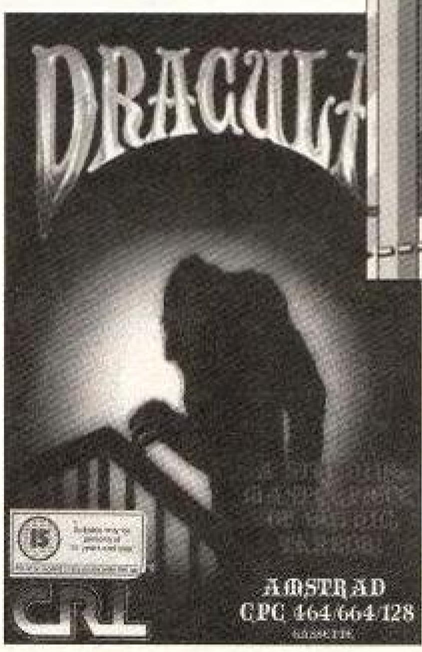
- Talk to the woman and she asks where the treasure is. Tell her in the torture chamber.
- Kersplat in the Antil room to avoid the maze.
- The tome has six pages written on it, they are 1, 3, 4, 7, 13, 16.

Dracula

- To get through the forest go west four times, north, west, south and then east.
- For spiritual relief look into the old lady's eyes.
- When things go cold, lift your seat and use your cross.
- Buy a paper to get travel information.
- If you need your keys and your desk is a mess then try tidying it up.

Heavy on the Magick

- To move up a grade in experience, find the door with horned guardians and say "Door, silence". When it opens, go through and you will move up to the grade of Zelator.
- To get past the fire, you must find the salamander clasp.
- The locked door with toll sign beside it can be opened by dropping a bag of gold on the table.



Hollywood Hijinx

- Go into the cupboard (a secret lift) and use the pegs to go up and down floors. When on the top floor, turn the head at the top of the stairs to turn them back to normal. Hold on to the bag before opening the window. Shoot the cannon to get at the box. Try this if you have a printer – turn on the script (output to printer) option and put yellow over thin then turn off the script option. This will give you a printout of the maze. At the centre, dig in the ground.

Knight Orc

- To cross the hedge, put the door mat on it.
- The ten bits of rope are hawser, rein, belt, noose, hair, halyard, lasso, line, tether and cord.

Lords of Time

- Open the cat food tin with the tin opener, and give it to the sabre-toothed tiger.
- Exchange the coat with the viking for a lur.
- To be able to carry more, wear the rucksack.
- Fill the drinking horn with water and drink it in the hypocaust to stop yourself from dying.
- Give the sweetmeats to the dogs.

CONTACTING THE BALG

To get in contact with the Balg, write to him at: Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2AP or e-mail at cazsjw@uk.ac.leeds.dcs.



HELP!

Crypt

Adrian Collins from Warley is stuck in Domark's game – where are the six keys located?

Castle Master

Thomas Crichton from Leicester is stumped – he has collected nine keys so far, found the five caverns and the three potions but he is having trouble getting past the Spirit in the Dragons Lair. He also would like to know what the hole is for in the cavern beneath the hot baths.

Imagination

Daniel Hartley from Leigh is having many problems:

1) How do you divert the guard dogs?

2) What do you do with the elixir of strength?

3) What do you do with the bag of chips?

4) How do you get the shell out of the barrel of the gun in the tank?

Knight Tyme

Lee Davies is stuck – he has only managed to get one part of the sundial and is unsure of what to do next.



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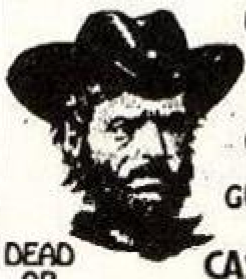
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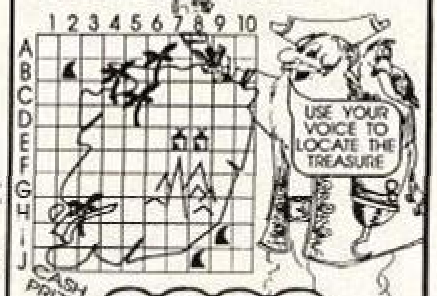
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BUDGET BONANZA

RE-RELEASES... RE-RELEAS

Robocop



84%

Hit Squad ● £3.99
Ahoy there, it's that overrated platform shoot-em-up. You remember, the one that was top of all the software charts for longer than any other program. One of the first of those film tie-ins that have become very much a formula at Ocean. There are gunsight shootie sections, puzzle sections and all that. It does make you feel a part of the action, and can't really be faulted. Competent but not earth-moving.

Rick Dangerous



93%

Kixx ● £3.99
The predecessor to the mind-blowing *RD2*, *Rick* is an excellent platform explore-em-up. Playing an Indiana Jones style explorer, you take to the caves, trying your hardest not to get knocked over by big rocks (a la *Fry's Chocolate Orange* ad) or skewered by irate little men in skirts (*possibly natives – ed*). Brilliant.

Hard Drivin'

62%

Hit Squad ● £3.99
It's 3D time again folks.
Hard Drivin' is probably one of the most lifelike of driving sims. The 3D landscape, the other cars, the drivers' seat view, and the tricky handling of the car's steering all add up to a pretty impressive simulator (in the true sense of the world). It's pretty boring, though.



● **Most gregarious potato-like dude Seymour battles the bogus evil dudes in his race to defuse the most bangsome bombs. (*You what? – ed.*)**

SUPER SEYMOUR

Codemasters • £3.99

"This game stars a caped hero whose mission in life is to collect bombs. This he sets out to do on various picture postcard screens, each one containing 24 bombs. The character appears in the middle of the screen and drops down to the floor. Dotted around him on the screen are the 24 bombs in rows and columns, and usually a number of platforms. The task is simple enough - just jump around the screen and collect all the bombs."

Not strictly speaking the introduction to a *Super Seymour* review, the above is actually a selection of quotes from the *Bombjack* review in AA issue 10 (from some six years ago). Oh how are the mighty fallen, we cry. A few months ago young Seymour could do no wrong, captivating the hearts of the gaming masses with his epic adventures in Hollywood.



● **In *Bombjack* the backgrounds changed with each level. In *Super Seymour* only the colour changes.**

But this is now, and now he's been flung Dizzy-style into a rip-off (*er, updated version - ed*) of a mid-eighties arcade game. Seymour has nothing to do with this game. The star might just as well be Dizzy, Little Puff, Ollie & Lissa or Linda flipping McCartney for what it has to do with the on-screen activity.

Apparently Seymour got this one because the Codies want to keep him in real-world settings while Dizzy wanders off into fantasy worlds. So what else might we have to look forward to; *The Way of the Exploding Seymour? Seymour's International Soccer? Shockway Seymour?*

Once we've calmed down, we'll probably admit that unearthing fossilised classics, and revamping them for an audience most of whom have never had the opportunity to enjoy the original, is no crime. Nor is the financially sound idea of associating one of your most famous characters with the game any major felony. Providing the original game, and any new refinements, are of a quality that can carry it off.

Unfortunately *Bombjack* was never really any great shakes, it's aged worse than a plum left in an airing cupboard for three years, and the Codies haven't used anywhere near enough Oil of Ulay.

Basically, you have to defuse some, er, barrels. These ignite one by one. A bar along the bottom of the screen shows the time left till the one currently flashing goes 'bang'. You get bonus points if you defuse them in the order in which



● **What on earth is that bad thing dude supposed to be? A flying rotten turnip with arms? Weird.**

they start to flash. But you can do them in any order. All it requires is flying over them. There are some baddies around, and these hinder you progress. Jump on their heads a few times for bonuses.

"Not much variety on the screens" and "gameplay may become repetitive and requires no thought" is what it says in AA10. How right our forefathers were.

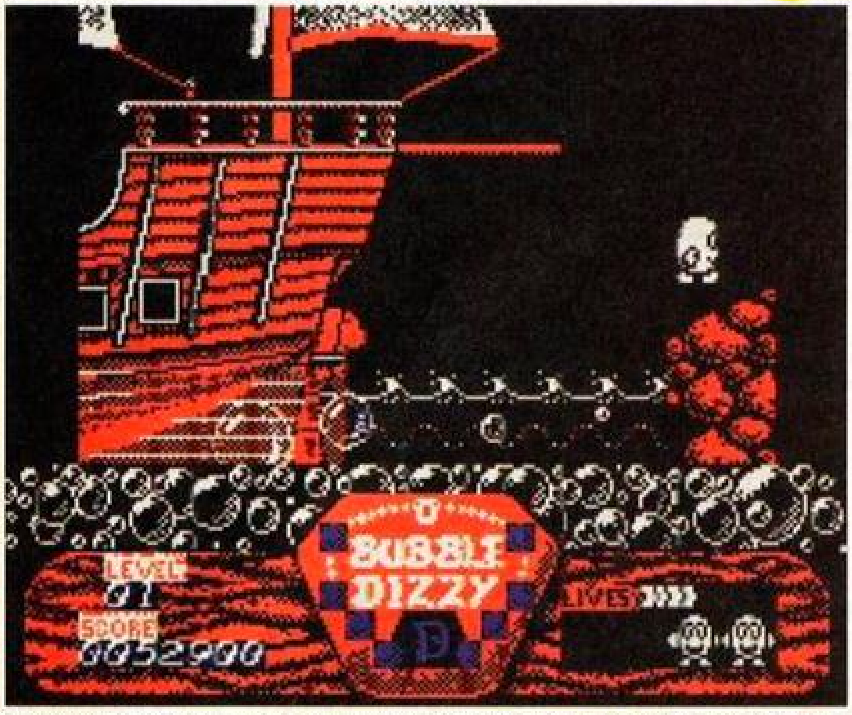
***Bombjack* is a very old game. Unfortunately, rigormortis got to it before Codemasters did.**

37% VERDICT

BUBBLE DIZZY

RAVE AA

Codemasters • £3.99



● These bubbles here are allowed to burst because they're reaching the surface. The bubbles on the lower screen are breaking the rules though.





● *Bubble Dizzy* is all about bubbling it from sea bed to surface.

Underwurlde, the game from which *Bubble Dizzy* draws its inspiration, involved using air pockets (bubbles) to travel up a windshaft. You had to jump from one to the other, and they had an annoying habit of bursting after a few seconds, leaving you to either hurriedly leap to another one or else float embarrassingly down to the surface. There were ledges along the way to give you a reasonable chance of completing the thing.

In order to satisfy the plot constraints that are a necessary side effect of flinging Dizzy into one of these things, this particular version takes place underwater. Ah. There must have been a good reason why the people who wrote the original didn't set it underwater. Let's see now... ah yes, because air bubbles cannot, under any circumstances, burst underwater. They burst when they reach the surface, sure, but under the water? Sorry, it just ain't possible. Where would all the air go?

Mind you, computer games are supposed to be all about fantasy aren't they, so let's for the benefit of this review suspend the laws of physics and assume that bubbles *can* burst underwater. Right. There are eight levels, each supposedly a little trickier than the first. *Bubble Dizzy* seems pretty easy, as if finishing it wouldn't really require any major amount of commitment. It's also an old game not very convincingly dolled up.

So it's crap right? Wrong. For some reason *Bubble Dizzy* is very moreish. Maybe it's because the effort and anguish of trying to rise to the surface is some sort of subconscious metaphor for the life of an individual struggling to rise through the ranks of capitalist society (*or maybe not - ed*). Perhaps it's the shock of encountering a game that presents a *real* challenge, one where tactics and thinking on your feet count for more than patience and luck.

Then again, it could just be that an ace game is an ace game whatever year it is. And who cares what marine physicists reckon, right?

A game worth unearthing Challenge, frustration, disrespect for the laws of science. Yes!

80% VERDICT

Yep, that's right, all eight of the budget games reviewed on this spread can be yours in this fab compo. Are we generous or what? It's frightening really, isn't it? Anyway, what do you have to do? Simple. Just match up the following Codemasters games with the originals that, er, may have inspired them:

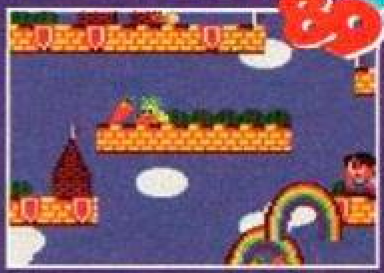
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1 Super Seymour	A Toobin'
2 Bubble Dizzy	B Pacman
3 Panic Dizzy	C Bombjack
4 Fast Food	D Underwurlde
5 Kwik Snax	E Klax
6 Dizzy Down The Rapids	F Pengo

Simply note down your answers (e.g. '1E' if you think *Super Seymour* is an upgraded version of *Klax*, '2A' if you think *Bubble Dizzy* is the new *Toobin'*, etc), whack them on the back of a postcard or sealed down baby marmoset, and send to Big Sister's Bryan Adams LP Competition, Amstrad Action, 29 Monmouth Street, Bath, Avon BA1 2DL. The first correct entry pulled from the box on April 10th wins. Hurrah!

RE-RELEASES... RE-RELEASES...

Rainbow Islands



89%

Hit Squad ● £3.99

There's cute and there's sickeningly cute. And then there's this, double, triple cute with extra chocolate on top. *Rainbow Islands* is a vertically climbing platform game in which your hero climbs screens and bops naughties with these sweet little rainbows he keeps in his pocket. Buzzy bees, fairy castles, fluffy ducks... even Maryanne felt a little nauseated playing this one.

3D Pool



82%

Kixx ● £3.99

3D snooker/pool/billiards games are amongst the most engrossing of computer games. And until such time as *Jimmy White's Whirlwind Soccer* wends its way onto the 8-bits, *3D Pool* is just about the best you can get. It's not all that sophisticated, and it's quite hard to get as precisely lined up for a shot as you'd like, but *3DP* is a neat game nonetheless.

Last Ninja 2

31%

Hit Squad ● £3.99

Oh God. Tiny sprites in an isometric 3D beat-em-up where you can't see what's going on. Who's hitting who? What's that over there? Where am I? Why won't my chap move in the direction I want him to? Oh, I give up. I'm going home...





● Gracious Mrs Jones, the sky is full of rockets and elephant heads.



● Golly Mr Brown, this fireball-style weapon really does the biz.



● Crikey Dr Smith, you get bonus points for trashing satellite dishes.



● Crivens Revd Rock, I'll just hide here a while if that's all right.

CAPTAIN PLANET

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Yes, it's the CAPTAIN PLANET™ game, based on top kids' TV show CAPTAIN PLANET & THE PLANETEERS™, in which CAPTAIN PLANET™ (and THE PLANETEERS™) do battle with evil foes like SLY SLUDGE™, LOOTEN PLUNDER™ and DOCTOR BLIGHT™ who try to destroy THE EARTH™ using various acts of ECO-TERROR™.

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Captain Planet is a scrolling platform game of three levels, each of which sets you up against a different bad guy (with a different Planeteer dude to help you). Before each level begins there's a 3D-scrolling section that lets you bump up your available time. The first of these sees clocks and stars whizzing towards you. Collect the clocks while avoiding the stars to get anything from 80 to 120 seconds to play around with. Not that it'll do you any good.

You get five lives, with your current state of health indicated by the colour of the *World of Commodore* symbol (that's what it looks like, anyway) in the corner of the screen (yellow, blue, green, purple, red and dead). There are a number of power-ups available, including lightning bolts (smart bombs), *World of Commodore* symbols (extra lives), and rubber chickens that make your head double in size.



● Before the action proper, you get a chance to increase your time limit by collecting clocks, while avoiding stars. Why? Who knows.

The first level is the only one we can really comment on (it's a difficult game, chums). You have to run or fly very slowly to the right shooting things, and... er... that's it. There's lots of flying foes, some of which explode to shower you with hearts, rocket launchers, which shoot rockets at you (surprisingly enough), and so on.

You can yawn your way through this little lot quite easily, till you stumble into what appears to be the end-of-level guardian. It'll take a few bouts of manic firing to discover that it isn't. It's a middle-of-level guardian. When you've waxed that you run into a harem of rocket launchers and, er, fall out of the sky.

The other two levels are also scrolling platform jobs, but with slightly different gameplay. The graphics and sounds are quite spinky, but the whole thing is so dull you won't play it for long enough to find out if finishing the first level is possible. We lied about the rubber chickens – everything else is true.

Adam

FIRST DAY TARGET SCORE

Get past the first guardian

SECOND OPINION

"Captain Planet looks good, and it's all in a good cause, but it's just far too difficult once you get past the first guardian." **Rod Lawton**

DIFFICULT THINGS

Captain Planet is difficult, sure, but is it really the most difficult thing ever? We took to the streets of Bath, tape recorder in hand, to ask the great British public what they personally considered to be the height of difficulty.

Most of the people we approached ran off screaming, but we finally managed to hold someone down for long enough to get an answer. Jacki, who is a nurse at the Royal United Hospital, said that "the most difficult thing ever is trying to tie a proboscial cautesian while eating a sandwich and watching *Brookside*." Hmmm.

Terry, who sells balloons in the city centre, reckons "drinking a pint of beer while you're asleep" is top of the difficulty stakes. Edna in the corner shop, meanwhile, plumps for "knitting a cardigan when you haven't got enough wool".

Well we tried them all out, and as far as we can ascertain, *Captain Planet* is still the tops (though we did make an awful mess of the sandwich). What do you reckon, readers? Do you know anything more difficult than *Captain Planet*? Write to *Difficult Things* at the usual address. If that's not too tricky.



● A difficult game should include hard-to-kill guardians (1), a nasty time limit (2), naff smart bombs (3), not enough lives (4), and a bloke in tights (5)

CAPTAIN PLANET VERDICT

GRAPHICS............ 86%
Detailed, colourful, smooth, slow, slightly blocky.

SONICS................ 75%
Lots of electronic laser noises and stuff.

GRAB FACTOR....... 62%
At first glance *CP* looks reasonably spiffy...

STAYING POWER... 26%
...but appearances are deceptive. It's awful.

RATING 37%

Captain Planet is dull, difficult, deficient, demoralising drivel. And that's just the 'd's.

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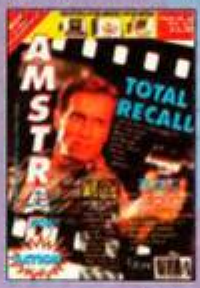
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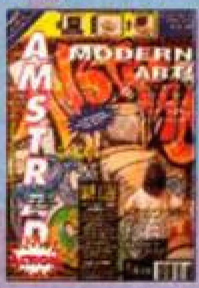
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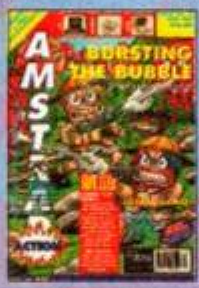
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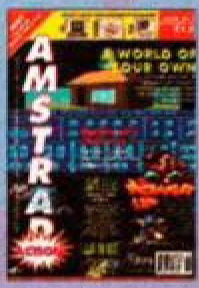
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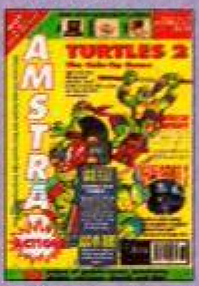
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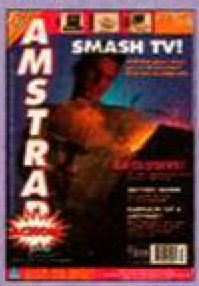
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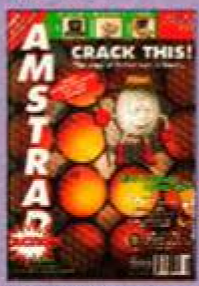
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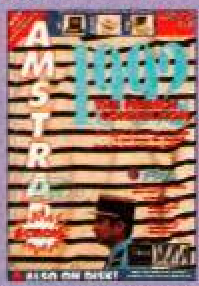
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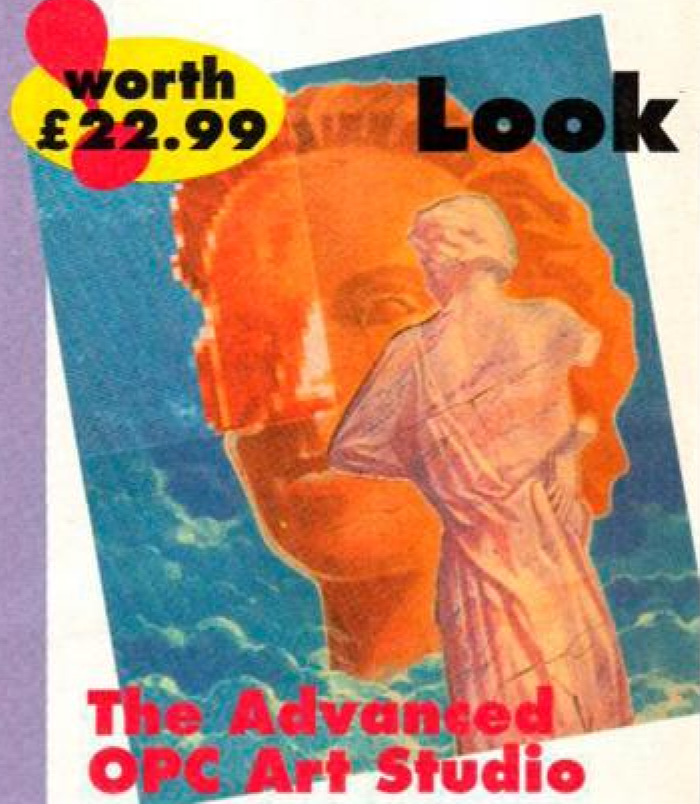
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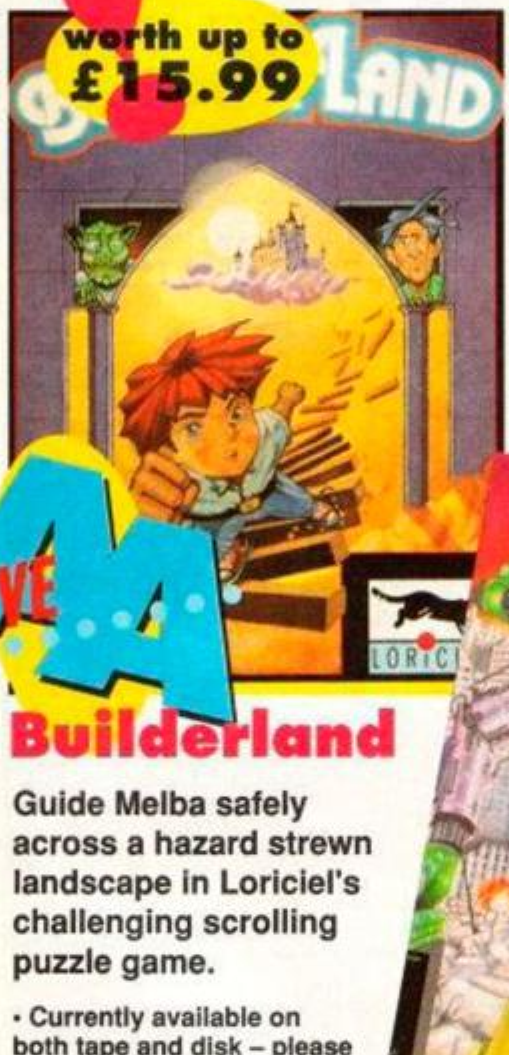
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Gallery



● We didn't know they had mermaids in Devon, but Michael Carter of Georgham knows what they look like. Isn't that Billy the Fish?



● Keith Woods of Dublin plays the clarinet and is well into jazz music. Not only that, but he also did this piccie (on *Advanced Art Studio)*.



● This is a picture of Bodnant Pin Mill. It's been drawn and coloured in by A Riddlesworth of Hanworth, Middlesex, and wins him £25. But is it a real place? And where is it? It isn't in Hanworth. At least not according to Adam P, and he went to school there (*yawn - ed*).



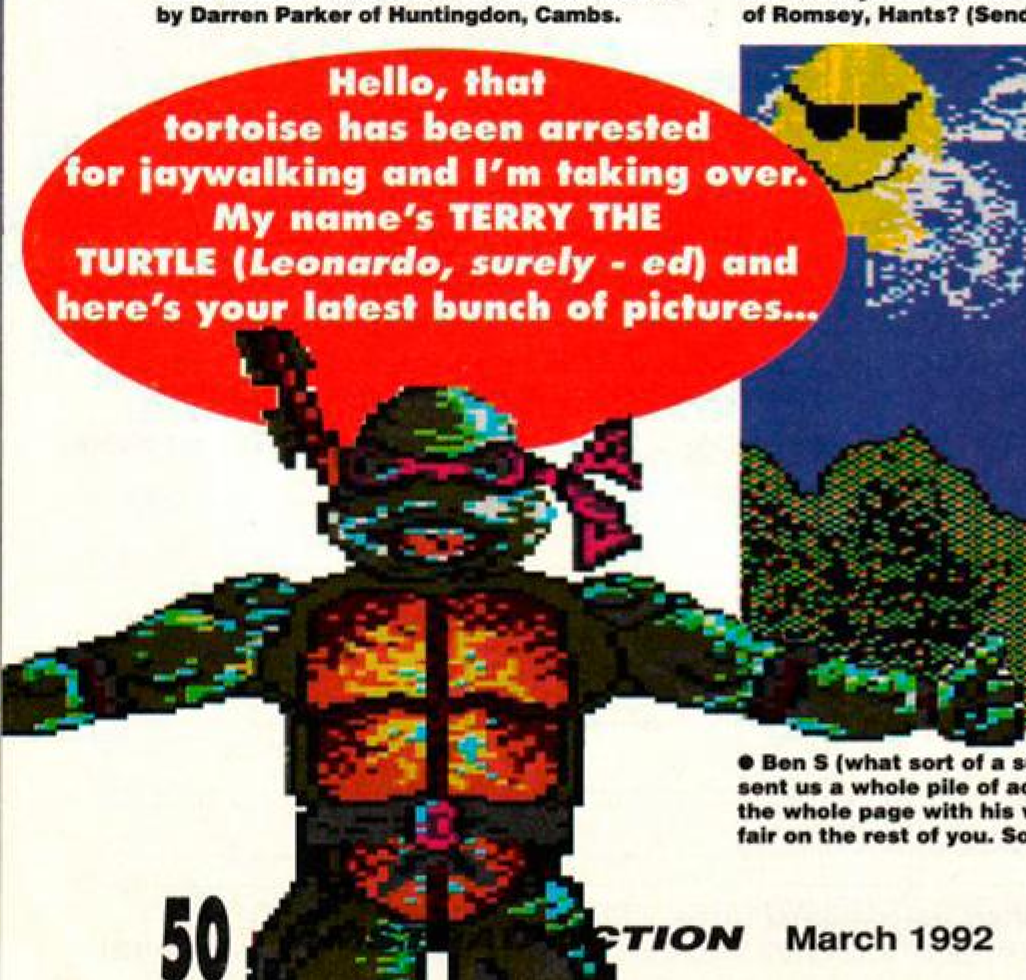
● These *Topper* cartoon characters are by Luke Turner of Leicester. The Turtle below is by Darren Parker of Huntingdon, Cambs.



● All right so it doesn't look much like Arnie, but could you do better than Stuart Humphrey of Romsey, Hants? (Send it in if you think so.)



● Lee Stuart of Co Tyrone, Northern Ireland painted this picture of the Ultimate Warrior with his feet (*er, no he didn't – ed*).





● Ben S (what sort of a surname is that Ben?) from Derby sent us a whole pile of ace piccies. We could have filled the whole page with his work, but that wouldn't have been fair on the rest of you. So here's a piccie of a dragon.

WIN SOME CASH

How would you like some free money? You would? Then send your finest works of art (created on Smart 2, Advanced Art Studio, or anything else arty and CPC-like) to Terry the Turtle's Gallery, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. You could win a million pounds, a fantastic holiday and the spouse of your choice!*

*but not in Gallery (try doing the pools or something)

Type-Ins

Well, you've convinced us – at least for the time being. We had planned to move *Type-ins* to the covertape, but so many of you protested we had to change our minds!

For any newcomers out there, *Type-ins* contains short BASIC listings sent in by our readers. Type them in and see what they do! We pay £20 for each Type-in we print, regardless of length... so don't send us any whoppers (unless you want them considered for the covertape, that is).

But there's more to it than the money to be earned. As you type in the listings you'll learn more and more of the tricks of programming in BASIC – and, starting next month, we'll be running a BASIC series in parallel with the programs.

If you want to send any of your work in, address it to: *Type-ins, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW*

TINY ORGAN!

Computer-generated music is one of those things that tends to stump an awful lot of otherwise competent programmers. Coders who regularly create stunning arcade-like conversions in their own back-bedrooms, become gibbering wrecks when confronted by the CPC's interface, and can only turn out computerish clicks and buzzes.

But this nifty little electronic organ from Dan Pidcock of Lymm, Cheshire will teach you a lot about BASIC's sound commands. Requiring a miserly 2K, the program features an on-screen representation of the notes, and plays a full octave up the scale from middle C. Run it, and use the middle row of keys to play major notes, and the upper row to generate minor notes.



● Fancy exploring the world of music? You can do so with the minimum of programming effort with this routine from Dan Pidcock.

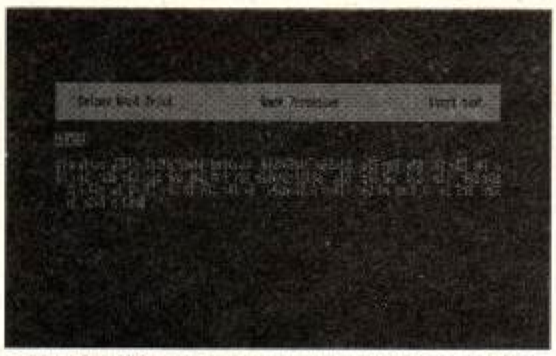
```
{LkAq} 1·'Music·maker
{PuAu} 2·'Copyright·Dan·Pidcock
{IrAp} 3·'September·1991
{OvAt} 4·'***·PUBLIC·DOMAIN·***
{MuAp} 10·ON·BREAK·GOSUB·60
{MjBs} 20·IF·PEEK(&9000)<>205·THEN·GOSUB·320·'S
        et·up·machine·code
{JrAr} 30·GOSUB·80·'Draw·screen
{MvAr} 40·SPEED·KEY·0.5,2
{CrAn} 50·CALL·&9000
{HmAx} 60·PEN·1:INK·1,0:SPEED·KEY·30,2
{GmAk} 70·END
{CoAp} 80·'Draw·Screen
{BkBq} 90·'Lines·80·to·310·sym-
        ply·set·up·the·screen
{MmCi} 100·'Lines·120·to·260·may·be·left-
        ·out·if·you·don't·want·to·type·all·of·
        it·in
{PoBu} 110·MODE·1:BORDER·13:INK·0,13:INK·1,26:I
        NK·2,0:INK·3,24
{FpBo} 120·SYMBOL·35,40,44,56,104,44,56,104,40
{HwBj} 130·SYMBOL·126,64,64,64,112,72,80,96,64
{JoBq} 140·KEY·0,"pen·1:ink·1,26:speed·key·30,2·
        "+CHR$(13)
{NwAu} 150·PRINT·CHR$(22)CHR$(1):TAG
{CiBk} 160·MOVE·232,374,3,3:PRINT·"MUSIC·MAKER"
        ;
{CwBl} 170·MOVE·230,376,2:PRINT·"MUSIC·MAKER";
{DrBo} 180·MOVE·184,20,2,3:PRINT·"Dan·Pidcock··
        1991";
{NsBn} 190·MOVE·186,18,3:PRINT·"Dan·Pidcock··19
        91";
{CwAr} 200·TAGOFF:MOVE·0,0,0,0
{EtAt} 210·FOR·y=230·TO·260·STEP·2
{AjAv} 220·MOVE·20,y:DRAW·590,y,1
{MwBi} 230·MOVE·10,y+30:DRAW·580,y+30,2
{CtAk} 240·NEXT
{BqBr} 250·MOVE·20,100:DRAW·20,70:DRAW·590,70:D
        RAW·590,100
{DoBp} 260·DRAW·10,100:DRAW·10,132:DRAW·580,132
        :DRAW·580,100
{IjBr} 270·PEN·2:LOCATE·3,10:PRINT"C··D··E··F··
        G··A··B··C··D··E··F··G"
{EuBq} 280·LOCATE·3,18:PRINT"··W··E·····T··Y··U
        ·····O··P·····[":PEN·1
{IkBp} 290·LOCATE·3,20:PRINT"A··S··D··F··G··H··
        J··K··L··:··;··]"
{HjBr} 300·LOCATE·3,8:PRINT·"··C#·D#····F#·G#·B
        "····C#·D#····F#"
{DxAo} 310·RETURN
{IwAw} 320·'Set·up·memory·and·machine·code
{CtAp} 330·SYMBOL·AFTER·35
{EiAs} 340·PRINT·"Please·wait..."
{FiAq} 350·RESTORE·400
{BjAr} 360·FOR·a=&9000·TO·&907F
{MsAx} 370·READ·b$:POKE·a,VAL("&"+b$)
{PiAj} 380·NEXT
{NxAn} 390·RETURN
{MxBu} 400·DATA·CD,06,BB,21,2E,90,01,14,00,ED,B
        1,C2,25,90,11,2E
{JpBr} 410·DATA·90,ED,52,29,11,42,90,19,5E,23,5
        6,ED,53,6D,90,21
{PrBr} 420·DATA·6A,90,CD,AA,BC,3E,42,CD,1E,BB,C
        A,00,90,C9,61,77
{BsBu} 430·DATA·73,65,64,66,74,67,79,68,75,6A,6
        B,6F,6C,70,3A,3B
{HxBr} 440·DATA·5B,5D,EF,00,E1,00,D5,00,C9,00,B
        E,00,B3,00,A9,00
{CsBs} 450·DATA·9F,00,96,00,8E,00,86,00,7F,00,7
        7,00,71,00,6A,00
{GsBs} 460·DATA·64,00,5F,00,59,00,54,00,50,00,0
        1,00,00,D5,00,00
{DpBn} 470·DATA·0F,04,00,00,00,00,00,00,00,00,0
        0,00,00,00,00,00
```

DELUXE WORD PRINT

Not exactly a rival to *Protext*, this 'un, but a funky little text editor nonetheless, and one which neatly illustrates the art of applications programming.

Entirely menu-driven, *Deluxe Word Print* enables you to type short notes and letters into your CPC, view, edit and print the results – all in 4K! The program opens with a full screen menu display offering the features mentioned above together with instructions and a copyright message. Editing is performed in 80 columns. Well done Martin Elliot (send us your details so's we can send you some cash, OK?)

```
{JmAq} 10·ON·BREAK·GOSUB·1310
{JmBp} 20·INK·1,0:INK·0,0:PEN·1:PAPER·0:MODE·1:
        BORDER·0
{JsAp} 30·KEY·0,CHR$(151)
{JiAp} 40·KEY·1,CHR$(157)
```



● Martin Elliot's Deluxe Word Print is only 4K long, but lets you type, edit and print all manner of short documents!

```
{BqAq} 50·KEY·2,CHR$(154)
{HkAq} 60·KEY·3,CHR$(149)
{CmAq} 70·KEY·4,CHR$(150)
{BsAq} 80·KEY·5,CHR$(156)
{KkAp} 90·KEY·6,CHR$(153)
{PvAp} 100·KEY·7,CHR$(147)
{OkAo} 110·'·Main·Program
{EsBq} 120·c$="DELUXE·WORD·PRINT·········WORD·P
        ROCESSER"
{HlBp} 130·INK·1,26:INK·0,0:BORDER·0:PEN·1:PAPE
        R·0:MODE·1
{EnAn} 140·PRINT·c$····
{CoAl} 150·PEN·2
{LmBk} 160·PRINT·"┌────────────────────────────
        ──────────┐"
{PoBi} 170·LOCATE·1,4:PRINT"|···················
        ····················|"
{NjBl} 180·LOCATE·1,5:PRINT"|···············Main
        ·Menu················|"
{OiAw} 190·LOCATE·1,6:PRINT"|···················
        ····················|"
{NqBs} 200·LOCATE·1,7:PRINT"├───────────────────
        ────────────────────┤"
{JoAo} 210·FOR·n=8·TO·24
{OuAt} 220·LOCATE·1,n:PRINT"|"
{DoAl} 230·NEXT·n
{OvBq} 240·LOCATE·1,24:PRINT"└──────────────────
        ────────────────────┘"
{OxAn} 250·FOR·n=8·TO·23···
{IpAu} 260·LOCATE·40,n:PRINT"|"
{EkAl} 270·NEXT·n
{DmAo} 280·'·Set·window
{AnAp} 290·WINDOW·39,2,8,23
{AsAp} 300·PEN·1:PRINT
{OkAw} 310·PRINT·"············A,·Start·text"
{PmAl} 320·PRINT·
{IjAu} 330·PRINT·"············B,·Edit·text"
{DuAl} 340·PRINT
{KjAt} 350·PRINT·"············C,·Credits"
{CmAm} 360·PRINT
{JwAt} 370·PRINT·"············D,·Notes"
{AuAl} 380·PRINT
{OlAv} 390·PRINT·"············E,·Print·text"
{JvAl} 400·PRINT
{OvAu} 410·PRINT·"············F,·Instructions"
{OpAk} 420·PRINT
{GjAv} 430·PRINT·"············G,·Exit·Program
{CxAu} 440·A$=UPPER$(INKEY$)
{LiAx} 450·IF·A$="Z"·THEN·LIST
{AiBi} 460·IF·A$="A"·THEN·GOTO·630
{JkBi} 470·IF·A$="B"·THEN·GOTO·940
{HwBi} 480·IF·A$="C"·THEN·GOTO·1000
{GwBj} 490·IF·A$="D"·THEN·GOTO·1040
{IuAx} 500·IF·A$="E"·THEN·GOTO·1070
{FwBj} 510·IF·A$="F"·THEN·GOTO·540
{InAx} 520·IF·A$="G"·THEN·GOTO·1300
{BvAn} 530·GOTO·440
{MxAp} 540·'·INSTRUCTIONS
{FtCn} 550·CLS:PRINT·"This··program··was··writt
        en··by·MartinElliott·from·MPD·Public·D
        omain."
{NkAl} 560·PRINT
{DuCi} 570·PRINT·"In·this·program·press··ESC·to
        ·get·backto·the·Main·Menu."
{HwAl} 580·PRINT
{AlFs} 590·PRINT·"You·may·not··flow··text··for·
        more·than255·characters.··When··you've
        ·finishedflowing··press··ENTER.····Whe
        n··you'vefinished·your·text·press·ESC·
        to·returnto·the·Main·Menu.":PRINT
{AqBn} 600·PRINT·"Printing·is·EPSON·compatible.
        "
{BnBm} 610·PEN·3:PRINT:PRINT·"············PRESS
        ·ANY·KEY"
{AnAx} 620·PEN·1:CALL·&BB18:GOTO·110
{GxAo} 630·'·Start·text
{OoBp} 640·MODE·2:INK·1,14:INK·0,0:PAPER·1:PEN·
        0:BORDER·0
{EoBi} 650·PRINT·"······························
        ·····································
        ··············"······
{OqAo} 660·LOCATE·1,2
{AmCi} 670·PRINT·"····Deluxe·Word·Print········
        ········Word·Processer················
        Start·text···"
{IxAo} 680·LOCATE·1,3
{GkAw} 690·PRINT·"······························
        ·····································
        ··············"
{JwAo} 700·PRINT·"Start"
{DiAs} 710·WINDOW·80,1,7,25
{BnAs} 720·PEN·1:PAPER·0:CLS
{IjAn} 730·INPUT·"",p$
{ItAn} 740·INPUT·"",r$
{MkAn} 750·INPUT·"",i$
{FpAo} 760·INPUT·"",n$
{AnAn} 770·INPUT·"",t$
{DqAm} 780·INPUT·"",w$
{KqAn} 790·INPUT·"",o$
{AxAn} 800·INPUT·"",m$
{CtAo} 810·INPUT·"",h$
{OtAn} 820·INPUT·"",g$
{IkAn} 830·INPUT·"",e$
{MqAn} 840·INPUT·"",z$
{FxAo} 850·INPUT·"",x$
{MkAm} 860·INPUT·"",b$
{BuAn} 870·INPUT·"",k$
{OoAn} 880·INPUT·"",d$
{DoAn} 890·INPUT·"",s$
{OmAn} 900·INPUT·"",q$
{KkAm} 910·INPUT·"",u$
{FnAn} 920·INPUT·"",f$
{JqAm} 930·GOTO·110
{GvBq} 940·MODE·2:INK·1,14:PAPER·0:PEN·1:BORDER
        ·0:INK·0,0
{NqCt} 950·PRINT·p$:PRINT·r$:PRINT·i$:PRINT·n$:
        PRINT·t$:PRINT·w$:PRINT·o$:PRINT·m$:PR
        INT·h$
{PwBo} 960·PRINT·g$:PRINT·e$:PRINT·z$:PRINT·x$:
        PRINT·b$
{DvBr} 970·PRINT·k$:PRINT·d$:PRINT·s$:PRINT·q$:
        PRINT·u$:PRINT·f$
{GlBr} 980·PRINT:PRINT·"·······················
        ·········PRESS·ANY·KEY":CALL·&BB18
{DmAm} 990·GOTO·110
{BuAm} 1000·'·Credits
{MnDv} 1010·CLS:PEN·1:PRINT·"All·this·program·w
        as·written·by·MartinElliott·for·his·PD
        ·library·and·AmstradAction·(the·best·-
        mag·around)."
{ClCj} 1020·PRINT:PEN·3:PRINT·"············PRES
        S·ANY·KEY":PEN·1:CALL·&BB18
{KnAm} 1030·GOTO·110
{LmCu} 1040·CLS:PEN·1:PRINT·"Any·PD·library·may
        ·copy·this,·but·thisprogram·-
        may·not·be·changed·in·any·way."
{JwBl} 1050·PEN·3:PRINT:PRINT·"············PRES
        S·ANY·KEY"
{JqAw} 1060·PEN·1:CALL·&BB18:GOTO·110
{IwBw} 1070·CLS:PEN·1:PRINT·"Please·Insert·pape
        r·and·press·any·key."
{LrBl} 1080·CLS:PRINT·"Printing......·Please·wa
        it"
{BoAq} 1090·PRINT·#8,p$
{JjAo} 1100·PRINT·#8,r$
{KtAp} 1110·PRINT·#8,i$
{NlAo} 1120·PRINT·#8,n$
{PuAo} 1130·PRINT·#8,t$
{CkAp} 1140·PRINT·#8,w$
{DvAo} 1150·PRINT·#8,o$
{FwAp} 1160·PRINT·#8,m$
{HuAo} 1170·PRINT·#8,h$
{JwAp} 1180·PRINT·#8,g$
{LxAo} 1190·PRINT·#8,e$
{CtAp} 1200·PRINT·#8,z$
{NwAo} 1210·PRINT·#8,x$
{HvAo} 1220·PRINT·#8,b$
{DtAo} 1230·PRINT·#8,k$
{OrAp} 1240·PRINT·#8,d$
{KvAq} 1250·PRINT·#8,s$
{GiAp} 1260·PRINT·#8,q$
{BrAp} 1270·PRINT·#8,u$
{LxAp} 1280·PRINT·#8,f$
{HlAn} 1290·GOTO·110
{DoAs} 1300·PRINT·CHR$(7):|BASIC
{OxAm} 1310·GOTO·110
```

RAYSCOPE

Here's an interesting snippet from Rory 'O Hare of County Down, Northern Ireland. *RayScope* turns your CPC into an oscilloscope which can plot sound wave frequencies on-screen. Not only that, but screen plots can be saved to disk or tape, then loaded into your favourite paint package for modification!

Perhaps the best feature (the one which gave us most fun, anyway...) is recording your voice on tape and seeing what pattern it makes when plotted. Or how about recording a friend's speech pattern, then recording yours imitating his or hers – see how close you can get to it.

Hours of fun for all the family (well, twenty minutes or so, anyway!)



● Rory O'Hare has sent us a prog which produces on-screen wave forms from audio inputs – they can also be saved to tape or disk.

```
{GjBv} 10·'·cathode·ray·oscilloscope(·type-
        ·of·thing·),·by·Rory·O'Hare.
{OrAq} 20·ON·BREAK·GOSUB·200
{NvEt} 30·BORDER·0:PAPER·0:INK·0,0:MODE·1:CALL·
        &BB6C:SYMBOL·AFTER·32:SYMBOL·94,0,16,5
```

```
        6,237,199,2,0,0:SYMBOL·90,0,255,0,0,0,
        0,0,0:SYMBOL·48,255,255,255,255,255,25
        5,255,255
{GsDt} 40·SYMBOL·49,252,132,132,132,255,136,140
        ,132:SYMBOL·50,126,66,66,66,255,66,66,
        126:SYMBOL·51,65,65,65,65,255,65,65,65
        :PRINT"††††††††††††††††††††††††††††††††
        ††††††††††"
{ArBw} 50·PRINT"CATHODE·RAY·OSCILLOSCOPE,(type-
        ·of·thing)";:CALL·&BB5C
{KkBi} 60·INK·1,26:PEN·3:PRINT"ZZZZZZZZZZZZZZZZ
        ZZZZZZZZZZZZZZZZZZZZZZZZ"
{AiAl} 70·PRINT
{FwAs} 80·PRINT"·······0···············0········
        ······0··";
{LxAs} 90·PRINT"······0·0·············0·0·······
        ·····0·0·";
{OpAr} 100·PRINT"·····0···0···········0···0·····
        ·····0···0";
{OrAs} 110·PRINT"····0·····0······000·····0····
        ··000···";
{HtAt} 120·PRINT"···0·······0····0·········0···
        ·0········";
{FvAs} 130·PRINT"0·0·········0··0···········0··
        0······";
{HxAr} 140·PRINT"·0·············00·············00
        ·";
{JtAl} 141·PRINT
{JwDr} 142·PRINT:PRINT"when·the·line·stops,·you
        ·are·required·topress·a·key·to·contin-
        ue·updating·the····screen":PRINT
{BlEm} 150·PEN·10:PRINT"Check·that·you·have·a·t
        ape·in·the·playerpress·-
        play·then·any·key":PRINT:PRINT:LOCATE·
        30,25:PEN·9:PRINT"123":CALL·&BB18
{IqBw} 160·OUT·&1234,56:R%=0:MODE·1:CALL·&BB6C:
        PEN·10:PRINT"††††††††††††††††††††††††††
        ††††††††††††††††"
{BxBo} 161·PEN·3:LOCATE·27,10:PRINT"CATHODE·RAY
        ";
{NnBk} 162·LOCATE·27,11::PRINT"OSCILLOSCOPE";
{KlBo} 163·LOCATE·27,12::PRINT"··(almost)·";:CA
        LL·&BB5C:
{AvBs} 170·S%=0:FOR·T%=0·TO·7:S%=S%+INP(&F500):
        NEXT:S%=S%/6
{EvBu} 180·DRAW·R%,S%:R%=R%+4:IF·R%>400·THEN·GO
        TO·190·ELSE·170
{GqCt} 190·OUT·&1234,0:LOCATE·27,14:PRINT"press
        ·a·key":CALL·&BB18:OUT·&1234,56:GOTO·1
        60
{DmCj} 200·OUT·&1234,0:LOCATE·27,14:PRINT"·····
        ·······":SAVE"rayscr",b,&C000,&4000
{BiAn} 210·GOTO·160
```

PASSWORD

Nowadays, program and data protection is big business. All the major software houses have a favourite method of protecting their wares from prying eyes, and companies who store the personal details of staff and customers are required by law to protect the data. But protection isn't just restricted to the big guys. It's just as important for you at home.

And that's why *Password* by Noel Stephenson of Peterborough is such a good idea. Needing a method to protect his software, the man Noel cobbled together *Creator* and *Password*, two routines which automate the password process for you.

Run *Create* and enter a password of your choice. The routine stores your password as an



● **Need to protect your files from prying eyes? Noel Stephenson's handy program will let you do just that...**

encrypted file on disk or tape. Next, install the *Password* program as a subroutine somewhere in your own program (ensure the first thing the program does is to GOSUB the password routine). When your program is started, *Password* prompts for the original password – enter it correctly and you're in, but enter it incorrectly, and you're firmly locked out!

```
{MrAu} 10·'·Password·Protection·Routine
{JsAo} 20·'·By·N.Stephenson
{CkAu} 30·'·For·Amstrad·Action
{PrBk} 40·MODE·2:INK·1,0:INK·0,13:BORDER·10
{DtAo} 50·OPENIN·"WORD"·
{KnBn} 60·FOR·x=1·TO·5:INPUT#9,w(x):w(x)=w(x)/3
        5:NEXT
{CoAn} 70·CLOSEIN
{OtBu} 80·PASSWORD$="":FOR·x=1·TO·5:password$=p
        assword$+CHR$(w(X)):NEXT·
{OxAk} 90·CLS
{CjBw} 100·MOVE·160,360:DRAW·480,360:DRAW·480,2
        00:DRAW·160,200:DRAW·160,360
{PjBn} 110·MOVE·481,340:DRAW·481,199:DRAW·180,1
        99
{DmBr} 120·MOVE·482,340:DRAW·482,198:MOVE·483,3
        40:DRAW·483,197
{BoBr} 130·MOVE·484,340:DRAW·484,196:MOVE·485,3
        40:DRAW·485,195
{GkBw} 140·MOVE·481,198:DRAW·180,198:MOVE·482,1
        97:DRAW·180,197
{FuBs} 150·MOVE·483,196:DRAW·180,196:MOVE·484,1
        95:DRAW·180,195·
{LvBs} 160·LOCATE·26,4:PRINT"PASSWORD·PROGRAM·E
        NTRY·ROUTINE"··
{BlCl} 170·LOCATE·32,6:PRINT"C·U·S·T·O·M·E·R":R
        EM·EXAMPLE·PROGRAMME·NAME·ONLY
{NsCm} 180·LOCATE·32,8:PRINT"D·A·T·A·B·A·S·E":R
        EM·EXAMPLE·PROGRAMME·NAME·ONLY·
{HiBt} 190·LOCATE·28,11:PRINT·CHR$(164);"·(1991
        )·Programmers·Name"
{KwBi} 200·word$="":LOCATE·1,14:PRINT·CHR$(20)·
{BwBt} 210·LOCATE·28,15:PRINT·CHR$(24)"·ENTER·5
        ·DIGIT·PASSWORD·"CHR$(24)
{JxAq} 220·LOCATE·37,17·
{CnAq} 230·FOR·X=1·TO·5···
{MrBo} 240·A$=UPPER$(INKEY$):IF·A$=""·THEN·240
{EmAm} 250·GOSUB·300
{EtAs} 260·word$=word$+A$:NEXT
{CjBj} 270·IF·word$=password$·THEN·310
{NmBv} 280·LOCATE·24,20:PRINT·CHR$(7);"INVALID·
        PASSWORD....ACCESS·DENIED."
{EpAv} 290·FOR·t=0·TO·2000:NEXT:GOTO·200·
{BvBl} 300·SOUND·1,50,10,10:PRINT"*";:RETURN·
{KtBs} 310·LOCATE·24,20:PRINT"PASSWORD·ACCEPTED
        .·PLEASE·WAIT."
{GuAs} 320·FOR·t=0·TO·1500:NEXT
{PpAr} 330·password$="":word$=""
{LsBw} 340·REM·main·prog·starts·here.·or·RETURN
        ·if·using·as·a·sub-routine
```

```
{KjAu} 10·'·Password·Creation·Routine
{JsAo} 20·'·By·N.Stephenson
{CkAu} 30·'·For·Amstrad·Action
{PrBk} 40·MODE·2:INK·1,0:INK·0,13:BORDER·10
{ElBk} 50·PRINT"Enter·5·Letter·Password·:·";
{NiAp} 60·FOR·x=1·TO·5
{BtBm} 70·a$=UPPER$(INKEY$):IF·a$=""·THEN·70
{OvAm} 80·PRINT·a$;
{KwAm} 90·w$=w$+a$
{OwAj} 100·NEXT
{MpBp} 110·PRINT:PRINT:PRINT"PASSWORD·=·"w$"·OK
        ·(Y/N)·?"
{PpBn} 120·a$=UPPER$(INKEY$):IF·a$=""·THEN·120
{EjBk} 130·IF·a$="N"·THEN·w$="":GOTO·40
{FlAt} 140·IF·a$="Y"·THEN·160
{KwAm} 150·GOTO·120
{HvAo} 160·OPENOUT·"word"
{ArAr} 170·FOR·x=1·TO·5
{IqBi} 180·PRINT#9,ASC(MID$(w$,x,1))*35
{BiAk} 190·NEXT
```

Here's a few dos and don'ts to help you on your way:

- **DO include your name and address with your tape or disk**
- **DO include a SAE if you want material returned**
- **DO write your application on the back of a fiver if you want to jump to the head of the queue (huh, only joking)**

Anything else?

- **DON'T include instructions saying "...here's my program *Hot-Dots*, the name speaks for itself...", because it doesn't! If you can't be bothered to describe what it does, I can't be bothered to load it up, OK?**

Famous Five!

That's what we're offering: five minutes of glorious fame, and masses of cash (well, your name in print and twenty quid, anyway...)

***SO...* if you're a brill BASIC programmer writing code which knocks spots off anything published here – send it in!**
Your name in lights and big prize money are a-waiting...

PD software

All right, this PD lark seems pretty ace, but what stuff is available and where do I get it from? You'll find out all you need to know about the Public Domain in the special feature this month (page 16). But now ADAM PETERS provides some info, some addresses, and details as many PD classics as there were candles on his last birthday cake (*if it's more than seven I'll be surprised – ed*)...

GAMES

Croco Magento: The best PD game ever! It's French (surprise, surprise). You play a sphere and have to bounce around 24 screens collecting 96 nuclear cubes while avoiding lots of nasty spiky things. Incredibly difficult, incredibly addictive, and there's a construction kit included too (so you can devise your own screens). Brilliant.



● *Croco Magento* is simply the best PD game ever in the history of the world (*crikey – ed*).

DrehDriss: This is a German two-player version of that famous shape-stacking game *Tetris*. And most excellent is is too, better than the original in fact! Very bright, colourful and great fun. You can see what's going on as well, so shock your Gameboy-owning friends!



● This is *DrehDriss*, a two-player *Tetris* clone from Germany. If you hadn't guessed from the pic, there's a one-player mode too.

Forcefield: David Hall is the most prolific machine code PD programmer in the British CPC world, and this game is his finest to date. You're a ball and you have to destroy blocks by bouncing on them, whilst avoiding chasms and bombs. There are some weird power ups too, including some that switch the joystick controls (chaos!). It's bugged (it crashes when you bounce off screen) but still very playable.

DATABASES

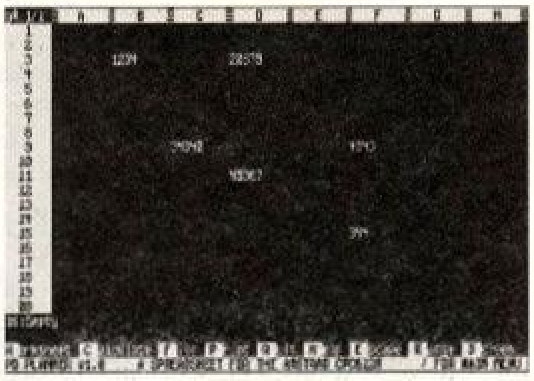
PowerBase 2: A 500-record database with mail merge and comprehensive editing facilities. There's 15 fields per record, and all the sort, search and print options you would expect. Written by Robot PD.

Rambase 3: The latest version of John Fairlie's brilliant 128K-only database (version 1 was included on the *AA72* covertape). This latest version includes keyboard macros and extended data editing on selected options. There is a phenomenal number of options available. *Rambase 3* is easily a commercial-quality program.

SPREADSHEETS

Easi Sheet: One of only two PD spreadsheets in existence, *Easi Sheet* is 464-compatible and includes most of the features you'd expect from a commercial release. It appeared on the *AA49* covertape.

PD Planner: The only Amsdos PD spreadsheet designed specifically for 128K machines. *PD Planner* features full calculate, range and print commands. Written by Paul Derryhouse of Scull PD.



● *PD Planner* is the most impressive spreadsheet in the public domain. With *PDP*, doing the accounts needn't cost a fortune!

WORD PROCESSING

VDE (Video Display Editor): The top PD word processor runs under CP/M (therefore it's disk only). It really is an incredible program, and probably the most raved about PD program there is. It's very fast and full-featured to boot. Whether it's a note to the milk-person or a novel, *VDE* does the biz.

Text Editor: A simple but usable ASCII text editor which first appeared as a type-in in *AA24*. Currently doing the rounds in a number of PD libraries, the program was reprinted in the free *Type-Ins* booklet given away with our Christmas issue (*AA76*).

ISpell: The only PD spell checker with a full dictionary supplied. This 128K-only program isn't as fast as commercial equivalents, but includes most of the features of its commercial cousins. Written by Paul Derryhouse.

DESK TOP PUBLISHING

Pagemaker Plus: The predecessor to the excellent (non-PD) *Pagemaker Deluxe*. A tape-compatible version, *Pagemaker Plus-T*, was on the *AA76* covertape. Limited graphics-handling capabilities, but does loads textwise.

PowerPage: Robot PD's "flagship", *PowerPage* is an excellent and user-friendly prog. Very fast, with lots of font manipulation features. It's used to produce *Artificial Intelligence* (the PD fanzine). Probably the best PD DTP package. It works on the 464 too!

Tiny Desktop Publisher: *TDP* is actually shareware. It can be freely copied and distributed, but if you like the prog and decide to use it, you're supposed to send £5 to the author (you then get a photocopied manual). Comprehensive, former commercial release.

ART PROGRAMS

GPaint: Excellent art prog from Germany, *GPaint* features shapes, fills, cut and paste, invert, mirror, and loads of other functions. These can be selected by clicking on the on-screen icons. There's a save function, together with loads of print options. *GPaint* is fab!

Mini Print Shop: Mini Print Shop features 200 pieces of clip art and a couple of fonts. It allows you to combine items and use them in your own progs. And it's quite good.

MUSIC PROGRAM

Super Sonic: *Super Sonic* is a funky little prog that allows you to create your own sound files (putting together a sequence in a similar way to the *Equinox* program reviewed a couple of issues ago), and then compile them into machine-code interrupt files to use in your own programs. Cor!

ERS' IDE

GRAPHICS DEMOS

Logon Demo: This brilliant French demo will totally astound you, with smooth 3D scrolling, 27 colours on screen, multi-directional parallax scrolls, and all sorts. 128K only, and exclusive to Robot PD in this country. Find out what your machine is *really* capable of.

Amiga Graphics: A whole series of disks from David Carter at Penguin Software, full of pictures digitized on an Amiga and then ported over to the CPC. Loads of single colour photos/video stills/cartoons. *Gone with the Wind* and *Hero Turtles* are a couple of the 'specials'. Wonderful detail.



● David Carter has put together a massive range of stunning digitized Amiga piccies. Here is an example of one of them.

UTILITIES

B-ASIC: The most controversial program in the public domain, *B-ASIC* hacks into the extra hardware of the Plus machines and allows you to use all the extra features (4026 colours, hardware sprites, etc) direct from BASIC or machine-code. Absolutely brilliant, though Amstrad can't be happy (especially since it went to such efforts early on to claim this wasn't possible!).

BC.COM: This is a BASIC compiler, and the only compiler anywhere (commercial products included) that supports floating point BASIC, whatever that is. Proof, were it needed, that there are indeed real treasures to be found in the public domain. If you're serious about programming, you need this.

Worktop: This program gives disk users a flash ST-style desktop, complete with icons, wastebasket, pull-down menus, etc. Loads of features to make disk handling more user-friendly. Similar to David Wild's classic *Desk* program.

WHERE TO GO

So how do I get hold of this 'ere PD software then? You get it by writing to one or more of these lovely fluffy bunnies listed here. Send them a stamped self-addressed envelope for the latest copy of their catalogue. Then order away...

ADVENTURE PD

10 Overton Road, Abbey Wood, London SE2 9SD.
Balrog fans can get their fix of orks and caves without having to splash out loads of cash. A large selection from a well established and highly regarded library. They do tapes too!

DARTSMA PD LIBRARY

c/o Adam Shade, 47 Kidd Place, Charlton, London SE7 8HF.
One of the most famous PD libraries; young Mr Shade has built up a large stock of programs of all types, together with a few 'specials'. An excellent source whatever your needs.

DW SOFTWARE

62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. David Wild has a small but upmarket selection of serious programs in his library, mostly his own creations. Plenty of applications and the brilliant disk desktop *Desk* (bit of a tongue-twister that).

EGERTON PD LIBRARY

7 Linden Close, Stafford, Staffs ST17 9TH.
Cassette-based PD libraries are alas quite rare (though much of the software doing the rounds is fully tape-compatible), so Egerton PD is a blessing for all you 464 users. We don't know much about the library, though, having just copied the address out of a list in... (*oh God, shhh – ed*).

PENGUIN SOFTWARE

Ruxley House, 28 Mount Hermon Road, Woking, Surrey GU22 7UH.
Penguin has a large stock of programs, mainly of a serious nature. The house special is graphics demos, many of which librarian David Carter accepts responsibility for himself.

ROBOT PD LIBRARY

2 Trent Road, Oakham, Rutland LE15 6HF.
The most innovative library around. Chief robot Richard Fairhurst gets a lot of his stuff from contacts in France and Germany, and is personally responsible for many of the most popular progs in the public domain. A massive selection and loads of 'exclusives'.

SCULL PD LIBRARY

119 Laurel Drive, East Kilbride, Glasgow G75 9JG.
Young entrepreneur Alan Scully runs Scotland's premier library. A large selection of programs available, but you have to subscribe to Alan's disk fanzine *CPC Domain* if you want to get hold of them. Drop him a line for more details.

WACCI

c/o Clive Bellaby, 12 Trafalgar Terrace, Long Eaton, Nottingham NG10 1GP.
The veteran Amstrad user group is back, under new management. Apart from the longest running CPC fanzine, the wacky WACCI posse also holds stocks of loads of PD programs. Previously CP/M dominated, its Amsdos range is starting to grow rapidly. WACCI hopes to offer PD on cassette soon.

Crossing the tape

We've only been able to list a small selection of the programs and libraries around on these pages, our regular PD series will feature more of both every month.

One problem with PD is that most of the libraries only deal in disks, partly because of the time constraints of copying tapes. Fortunately, more PD libraries are springing up all the time and many of these are tape-based (we've only listed the well-established libraries in this feature).

Originally the PD scene was dominated by CP/M software, but the trend has swung in recent years to the extent that it's now ordinary Amsdos stuff that tends to rule the roost.

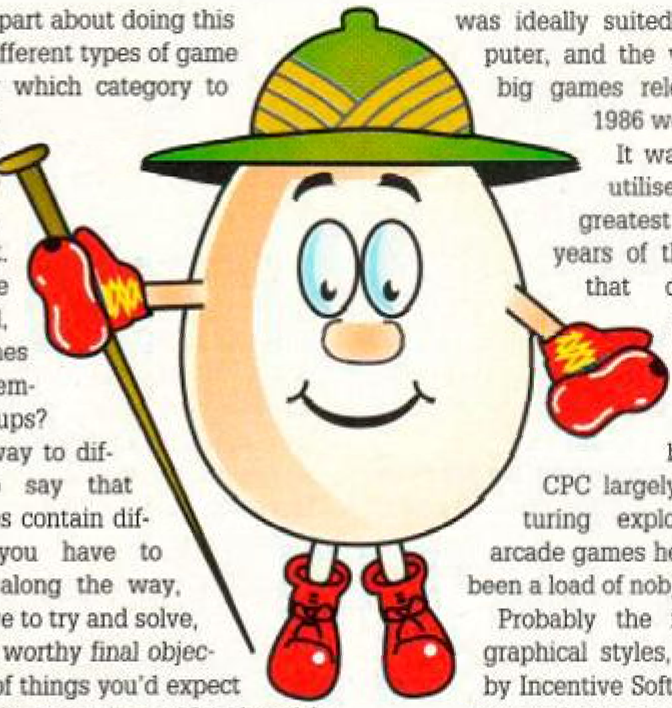
The quality and variety of PD software are both growing all the time. Keep up with the latest developments right here. *Amstrad Action* - it builds month by month into, er, a pile of out-of-date magazines. You know it makes sense (*unlike anything you write, Adam - ed*).

NEXT MONTH

If you've enjoyed this month's PD special, you'll be chuffed to learn that next month sees the start of a new regular PD column, *Public Image*. The series will cover new (and old) PD programs in detail, and keep you up-to-date with the latest news and gossip from the PD world. It will also feature special spotlights on some of the PD libraries and fanzines that combine to make the world of CPC computing what it is (er, good). Reserve your copy today.

Arcade adventures

From our chum Dizzy to those innovative *Freescape* thingies, there's loads of arcade adventures out there in CPC land. If that title up there is anything to go by, then this is probably an article about that very genre...



The hardest part about doing this series on different types of game is deciding which category to chuck a particular game in. And this is probably the stickiest category of the lot. Where do arcade adventures end, and platform games begin? Or shoot-em-ups? Or beat-em-ups?

The easiest way to differentiate is to say that arcade adventures contain different objects you have to collect and use along the way, problems you have to try and solve, and some sort of worthy final objective. All the sort of things you'd expect from a *Balrog* style game, but with a joystick and action window replacing an alphabet and reams of text.

The very beginnings of the arcade adventure genre are very hard to trace. Even Future Publishing's top games expert, Stuart 'Haircut' Campbell, had to lock himself in a cupboard for a few minutes to think everything through. Eventually he plumped for Ultimate's *Atic Atak* as the first real arcade adventure.

This was soon followed by a whole flood of the things; *Finders Keepers, Head over Heels, Sweevo's World, Pyjamarama, Everyone's a Wally, Frankie goes to Hollywood, Tir na Nog*, etc, etc, etc. During the middle of the last decade, it was arcade adventures that pretty much ruled the roost. This new form of game was ideally suited to the home computer, and the vast majority of the big games released in 1985 and 1986 were arckies.

It was Codemasters that utilised the genre to the greatest effect in the later years of the '80s (a situation that continues as we speak). Dizzy is of course the Codies crew's most famous creation, and the biggest star on the CPC largely due to his adventuring exploits (most of the arcade games he's appeared in have been a load of nob).

Probably the most innovative of graphical styles, *Freescape* (created by Incentive Software) has also been put to best use within the genre of arcade adventures. Whichever way you look at it, this page is rectangular.



● And after eating the poisoned apple, the beautiful egg-like princess fell fast asleep

BEST ARCADE ADVENTURE

Seymour goes to Hollywood (Codemasters)

The definitive Codies arcade adventure, *Seymour goes to Hollywood* put Dizzy well and truly in the shade for a while. It starts a potato called Seymour who is something of a movie star. Young Seymour turns up at the studios to film his latest starring epic, only to discover that the director has disappeared and the script is locked in the safe.

Seymour has to wander round loads of film sets, collecting objects, avoiding death, rapping with the locals, and trying to solve lots of horrible problems. These problems need to be solved in a particular, since most involve objects you can only get once you've solved other puzzles.

Seymour is a very difficult game. Even with a complete solution you probably wouldn't be able to finish it completely! It's challenging but constructed in such a way as to keep you glued to that seat throughout the night. Better than two tubs of toffee ice cream and a snog with Dannii Minogue. Almost.



● *Seymour Hollywood:* AA's Budget Game of the Year.



● Yo, it's Seymour, Britain's most famous potato.

ARCADE ADVENTURES TOP TEN

1) Seymour goes to Hollywood (Codemasters)
The totally excellent debut of Codemasters' latest mega star.
92% (AA74)

2) Prince of Persia (*Domark*)
Rescue the princess babe in the excellent German game of Arabic swords and spikes. 95% (AA69)



● That's a big egg-timer you've got there, Miss Princess of Persia.

3) Driller (*Incentive*)
Dark Star set the standard, *Driller* sent Freescape into orbit. Brilliant 3D exploration. 96% (AA28)

4) Thunderbirds (*Grandslam*)
Take on the roles of those hip puppet dudes and save the world from all sorts of things. 90% (AA47)

5) Fantasy World Dizzy (*Codemasters*)
The best of Dizzy's adventuring escapades, it's got lots of clouds in it.
89% (AA52)

6) Total Eclipse (*Incentive*)
Set in a pyramid. One of the most atmospheric games of all time, and many people's *Freescape* fave.
93% (AA40)

7) Shadow of the Beast (*Gremlin*)
Wander caves and corridors looking for the get that murdered your family and turned you into an Alsation.
84% (AA63)



● *Shadow:* stunning graphics, and the gameplay ain't bad either.

8) Castle Master (*Domark*)
The most recent (and sophisticated) of the *Freescape* adventures, set in a haunted Medieval castle. 91% (AA56)

9) Magic Land Dizzy (*Codemasters*)
Mr Egg is at it again, caught just before everything became too predictable.
85% (AA64)

10) Spy vs Spy (*First Star*)
Followed by *The Island Caper* and *Artic Antics*, it's an excellent trap-setting adventure. 90% (AA3)

Amstrad Action superstore

The latest and greatest products at the best possible price!



FINAL FIGHT

US Gold

One of the best ever beat-em-ups in the arcades is now one of the best ever beat-em-ups on your machine. ***Requires 128K***

save up to £4

Description	Price	Order No
Final Fight Cass	**£9.99**	**AA649AC**
Final Fight Disk	**£12.99**	**AA649AD**



OUT RUN EUROPA

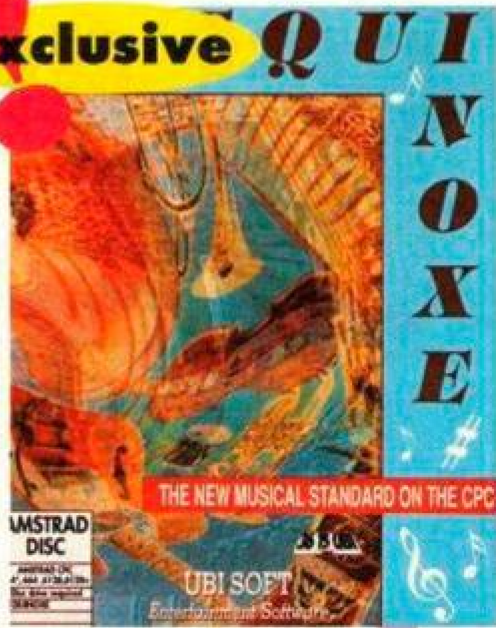
US Gold

An excellent drive-em-up which sees you racing across Europe on a motorcyle, a Porsche, a jet-ski, a Ferrari and a powerboat! Excellent high-speed racing fun.

save up to £4

Description	Price	Order No
Out Run Europa Cass	**£9.99**	**AA655AC**
Out Run Europa Disk	**£11.99**	**AA655AD**

exclusive

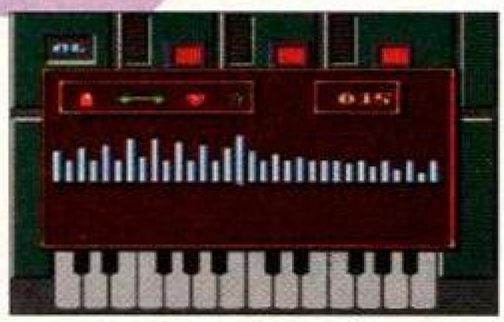


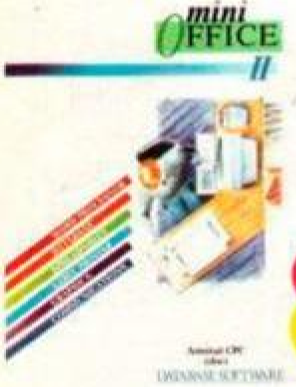
Equinoxe

By special arrangement with the French publisher Ubi Soft, *Amstrad Action* can bring you the music program that's taking France by storm. Create your own sequences, edit sound envelopes, save your musical creations to disk and more... see the review in the December '91 issue of *Amstrad Action* for the full story. *Remember, you can only get this program from Amstrad Action.*

- **DISK ONLY**
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Description	Price	Order No
Equinoxe	**£29.99**	**AA653AD**





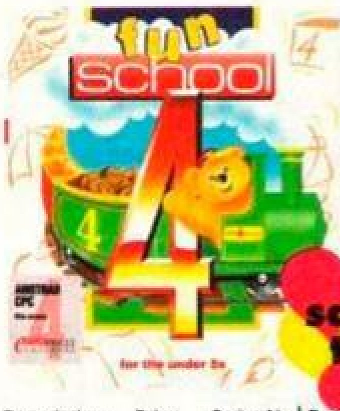
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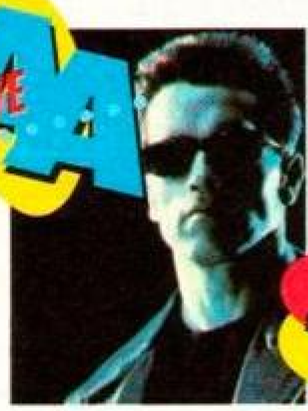
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Dear Newsagent, please reserve *Amstrad Action* for me every month, beginning with the April issue, out on Thursday 19th March (or thereabouts).

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WOT NO SURVEY FORM?

Our regular monthly survey form is taking a bit of a break while we sort through all the Big 1992 Questionnaire forms from last month's issue. Have you sent in yours yet? If not, please fill it in and send it off as soon as poss. Remember, we need them by March 19th. Cheers.

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★★ LET'S GET SERIOUS ★★
A monthly look at serious software
This month: **Advanced Art Studio**
If you are interested in drawing on your CPC then this is the program for you. The Advanced Art Studio offers and easy to get started approach - ideal for youngsters just wanting to doodle, but has facilities to go much further. Operating in Modes 0,1 or 2 with 16 pen sizes, 8 spray pens and 15 user definable multicoloured brushes. Images may be stretched, squashed, flipped or rotated all pictures can be saved to disk or printed on any Epson compatible printer. Colour print outs can be achieved using Colourdump 2 and a Star colour printer.

ADVANCED ART STUDIO
£17.95 (disk), **£15.95** (tape 128k)
also available with AMX Mouse - add £32

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ColourDump 2 .... 12.95

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